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PATENT & TRADEMARK

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants : Abecassis et al.
Application No. : 09/901,240
Filed : 07/09/2001
Titled : Area-Based Resource Collection In A Real-Time Strategy Game

Group Art Unit : 3754
Examiner : Frederick C. Nicolas

APPELLANTS' AMENDED APPEAL BRIEF

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

This amended appeal brief is submitted to the Honorable Board of Patent Appeals and Interferences in support of an appeal from the final action dated 04/15/2005 ("Final Action") rejecting claims 1, 2, 5, 6, 7, 10, and 11 and in response to a Notification of Non-Compliant Appeal Brief dated December 22, 2005. The requisite fee for submitting this amended appeal brief was enclosed with the original appeal brief on October 3, 2005. The Applicants are filing this amended appeal brief *pro se*, and respectfully submit that it substantially complies with paragraphs (c)(1)(i) through (c)(1)(iv) and (c)(1)(vii) through (c)(1) (x) of 27 CFR 41.37, as provided in 37 CFR 41.37(c)(1).

REAL PARTY IN INTEREST

Applicants ("Appellants") are the real parties in interest.

RELATED APPEALS AND INTERFERENCES

There are no known related appeals and interferences. Accordingly, the present brief does not include the appendix that would have otherwise been required under 37 CFR 47.37(c)(1)(x).

STATUS OF CLAIMS

The instant application is a continuation of Serial Number 09/901,240 filed 07/09/2001 comprising claims 1-20.

Responsive to a first Office Action mailed 09/20/2000, claims 1-20 were amended by an Amendment And Response To First Office Action dated 02/18/2003.

Responsive to a Final Action mailed 04/24/2003, each of the independent claims (1, 12, and 17) were amended, and also dependent claims 3-9, and 18 were amended by the Reply To Final Action filed 07/21/2003.

An Advisory Action mailed 07/29/2003 indicated that the proposed amendment after final would not be entered.

A Request For Continued Examination was filed 08/27/2003 comprising an amendment to each of the independent claims (1, 12, and 17) and to dependent claims 2-11, 13-15, and 18-19.

An Office Action mailed 10/01/2003 rejected claims 1-11 and allowed claims 12-20.

A reply to the Office Action mailed 10/01/2003, did not amend the rejected claims.

A Final Action mailed 02/10/2004, rejected claims 1-11 and continued to allow claims 12-20.

An appeal brief appealing the Final Action's rejection of claims 1-11 was filed on June 9, 2004. The appeal did not amend the rejected claims.

In view of the appeal brief, a non-final Office Action dated 08/23/2004, reopened prosecution on new grounds for rejection; rejected claims 1, 2, 5, 6, 7, 10, and 11; newly allowed claims 3, 4, 8, and 9 if rewritten in independent form including all the limitations of the base claim; and continued the previous allowance of claims 12-20.

A reply dated 02/15/2005 to the Office Action dated of 08/23/2004 urged allowance of the rejected claims 1, 2, 5, 6, 7, 10, and 11, and did not amend claims 3, 4, 8, and 9.

A Final Action mailed 04/15/2005 was consistent with the previous Office Action mailed 08/23/2004 and rejected claims 1, 2, 5, 6, 7, 10, and 11; allowed claims 3, 4, 8, and 9 if rewritten in independent form including all the limitations of the base claim, and continued to allow claims 12-20.

Claims 1-20 are pending in the present application. Claims 12-20 are allowable. Claims 1, 2, 5, 6, 7, 10, and 11 stand rejected under 35 U.S.C. §102 (b). Claims 1, 2, 5, 6, 7, 10, and 11 are appealed from the Examiner to the Board of Patent Appeals and Interferences.

No amendments have been filed subsequent to the final rejection of 04/15/2005.

ARGUMENT

At the beginning of the Detailed Description To The Invention, the specifications teaches

with respect to a real-time strategy ("RTS") computer software game that:

> "Area-based resource collection enables a player to define an area of influence within a map from which the player may collect resources. The definitions of these areas of influence for a given player may be responsive, directly or indirectly, to that player's decisions, actions, orders, and interactions with other players." [Page 6, lines 1-4.]

As is illustrated in Figures 1-3

> "In a preferred RTS game embodiment, the game is set in a high-technology universe in which resources are collected primarily through the use of reactors. By building a basic reactor, a player defines an area of influence surrounding the reactor. That is, the actual area of influence and the resulting resource collection potential are dynamically defined in response to a player's action." [Page 8, lines 15-19.]

> "Reactors are made available in several different forms, such as basic, directional, focused, and/or mobile. Basic reactors would be the most simple, having a medium sized circular area of influence centered on the reactor. Directional reactors would have areas of influence in the shape of ellipses not centered on the reactor, so that the player could reach areas not otherwise possible by orienting the reactor toward the desired area. Focused reactors might have a smaller base area but have a bonus to the rate of resources extracted or be able to project their areas of influence to alternate locations. Mobile reactors would be closer in function to units than structures and be able to relocate themselves and thus their area of influence as the player sees fit. "[Page 8, line 28, to page 9, line 5.]

Figures 1 and 2 are drawn to illustrate that the areas are generated directly in response to an

action of a player playing the game. A comparison of figures 1 and 2 shows that areas of influence

are not pre-drawn, i.e., do not exist, in advance of a player's actions.

> "FIG. 2 is a diagram of a game in progress implementing an area-based resource collection illustrating the impact of the actions of a second player. The two players will be refereed to as "the light player" whose reactors 111-113 were previously discussed with respect to FIG. 1 and are similarly shown in FIG. 2; and "the dark player" who constructed a reactor 131, defining an area of influence 141 in resource patch 101, and two basic reactors 132 and 133 in the neighboring resource patch 102. These two reactors generate an overlapping areas of influence 142 and 143 for the dark player." [Page 11, line 27, to page 12, line 2.]

It should be appreciated that in this example, the second player has placed a reactor 131 so

at to generate an area 141 that overlaps only a portion of a resource area 101, the overlapped portion defining a potential resource collection area for the second player. The generated area 141 also overlaps areas 121, 122, 123 previously generated by the first player.

In further, explaining, the invention, the specification provides detailed examples of how commercially available games such as "Total Annihilation" could be modified to benefit from the advantages of the invention:

> "According to the area-based resource methods, TA could be enhanced, for example, as follows. Substitute the existing structures which produce energy by power field generators (PFG). A PFG structure, when produced, would generate an area of influence about itself in a given radius. If no other PFGs are attempting to influence this area, then the PFG produces energy based on the total area under it's influence. If the areas controlled by PFGs overlap, then their energy production is reduced responsive to formulas analogous to that of a gravity model." [Page 16, lines 23-29.]

The dynamic real time characteristics of the resource collection methods of the invention enable new principles of operation that offer conceptual advantages over prior art methods. For example:

"Area-based resource collection methods enable affecting resource collection by the overlapping of controlled areas. The overlapping of a player's areas of influence results in diminishing marginal returns. The overlapping a two player's controlled areas results in the sharing of either resource production in the common area, a splitting of the common area into two separately controlled zones, a cancellation of resource production in the contested zone, or simultaneous ownership by both sides. This allows for extremely varied and dynamic rules that may be applied to resource collection and production. " [Page 6, line 30, to page 7, line 6.]

Anticipation under 35 U.S.C. § 102(b) by WARCRAFT II Blizzard Entertainment ("Warcraft") was the single ground cited by the Examiner in the rejection of claims 1, 2, 5, 6, 7, 10, and 11, which is the ground of rejection presented for review. The patentability of each claim is discussed below under separate subheadings as required by 37 CFR 41.37(c)(1)(vii):

CLAIM 1

Claim 1 is patentable under 35 U.S.C. § 102(b) over Warcraft. Claim 1 recites in part:

> *generating, in direct response to an action of a player playing a game, a first area overlapping only a portion of a resource area, the overlapping portion defining a resource collection area; and enabling an acquisition of resources from the resource collection area.*

Applicants' Figures 1 and 2 show, for example, *resource area* 101 (resource patch, page 11, line 16), in response to playing the game, a player selects a location to build a reactor 111. The

"action of a player playing the game", e.g., building of the reactor, causes the *generating a first area* 121 *"overlapping only a portion of a resource area"* 101. The *"overlapping portion defining a resource collection area"* (only that portion of the resource patch 101 located within the area 121 generated by the reactor 111. The overlapping portion may be understood, for example, as the geometrically congruent area between the resource patch 101 and the reactor generated area 121.

In its support of its rejection, the Office Action asserts that Warcraft:

> "discloses a method of playing a game (see Figure 1 on page 7), which comprises the steps of generating, in direct response to an action of a player playing a game, a first area (oil platform and see Figure 8 on page 16 for the location of the first area), the first area overlapping only a portion of a resource area (see page 16, lines 25-32 and as seen in Figure 9), the overlapping portion defining a resource collection area (oil) and see page 16, lines 25-36), and enabling an acquisition of resources from the resource collection area (see page 17, lines 1-10 and as seen in Figure 9), the first area covers at least a portion of one of a plurality of resource areas having different densities of resources, the first area covers at least a portion of one of a plurality of resource areas having qualitatively different resources (see page 16, lines 33-36)."

Thus, the Office Action relies on the teachings of Warcraft with respect to page 16, lines 25-36 and the corresponding Figures 8 and 9 for disclosing the claimed *"generating, in direct response to an action of a player playing a game, a first area overlapping only a portion of a resource area, the overlapping portion defining a resource collection area"*. As is detailed below, Warcraft does not anticipate or render obvious, in fact teaches away from the claimed limitation.

Warcraft in fact only teaches at page 16, lines 25-36 that:

> 1. Tankers are used to haul oil much in the same manner that Peasants are used to harvest lumber or mine gold. Tankers, however, must construct an Oil Platform from which to drill for this resource. The first step is to find a suitable location to place a Platform.
> 2. There are Oil Patches that represent concentrated areas of oil. Use your Tanker to scout out one of these sites by moving it around the waterways.

Thus, to this point Warcraft only suggests "to find a suitable location to place a Platform". Then Warcraft indicates the existence of Oil Patches that represent concentrated areas of oil. In Warcraft the Oil Patches exist before any action by a player. Thus, the Office Action may only logically argue that the Oil patches are analogous to the *resource area* 101 (resource patch, page 11, line 16) of the claim not a *"first area overlapping only a portion of a resource area, the overlapping portion defining a resource collection area; and enabling an acquisition of resources*

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from the resource collection area" as the claim calls for

Warcraft then proceeds by reciting how to locate an Oil Platform within an Oil Patch:

> 3. When you have found an Oil Patch, click the Build Oil Platform icon in the Oil Tanker's Unit Command area.
> 4. A green tinted image of an Oil Platform will appear on the Command Map that represents the amount of space required to build the Platform. If you attempt to place the Platform over any area that is not an Oil Patch, the image will pulsate red.
> 5. When you have chosen an appropriate site, place the Oil Platform. The Tanker will move to the site and begin construction.

Thus, Warcraft require that certain amount of space is required to build the Platform. That is what is shown by Warcraft's Figures 8 and 9 relied upon by the Office Action. Warcraft concludes the Office Action's applied section with:

> 6. When the Oil Platform is completed, the Tanker will automatically begin hauling oil back to the Shipyard. Any new Tankers that are constructed may be ordered to carry oil from an existing Oil Platform by selecting Haul Oil in its Unit Command area.

Warcraft explicitly thus teaches that "when the Oil Platform is completed, the Tanker will automatically begin hauling oil" extracted by the Oil Platform from the Oil Patch arguably a *"resource area"*. That is all that Warcraft teaches or suggests. The Claim call for much more than Warcraft anticipates or renders obvious.

Again, as the specification teaches, for example, with respect to 2, in direct response to an action of a player playing a game (e.g., the construction of a reactor 131), an area is generated that overlaps only a portion of a resource area 101, the overlapping portion 141 defining a resource collection area. Clearly, the resource collection area 141 is the less than the original resource area 101 from which resources could have been potentially collected.

Nothing in Warcraft anticipates that the construction of a Platform over an Oil Patch generates an area less than the area of the Oil Patch from which oil may be extracted. [Warcraft's page 16, lines 25-36] All that Warcraft requires is that the Oil Platform be built over an Oil Patch page 17, lines 3-7] Nothing in Warcraft suggests that less than the entire Oil Patch would be available for resource collection. Contrary to the Office Action's assertions, the locating and/or construction of a Platform in Warcraft does not cause the *"generating"* of *" a first area overlapping only a portion of a resource area, the overlapping portion defining a resource*

collection area ".

The Webster's Encyclopedic Unabridged Dictionary of the English Language, New Deluxe Edition, does not provide a definition for the term *"generating"* and for the term *"overlapping"* that supports the Office Action rejection of claim 1 as being anticipated by Warcraft.

Warcraft, alone or in combination with the references of record does not teach, suggest, anticipate, or render obvious, teaches away from, does not recognize, much less appreciate the advantages, of the method of claim 1 which recites:

> *A method of playing a game, the method comprising the steps of:*
> *generating, in direct response to an action of a player playing a game, a first area overlapping only a portion of a resource area, the overlapping portion defining a resource collection area; and*
> *enabling an acquisition of resources from the resource collection area.*

The subject matter claimed produces results, solves problems, offers advantages that are neither anticipated nor rendered obvious by Warcraft.

For example, Warcraft does not provide for the "extremely varied and dynamic rules that may be applied to resource collection and production" that are advanced by the methodology of claim 1:

> "Area-based resource collection methods enable affecting resource collection by the overlapping of controlled areas. The overlapping of a player's areas of influence results in diminishing marginal returns. The overlapping a two player's controlled areas results in the sharing of either resource production in the common area, a splitting of the common area into two separately controlled zones, a cancellation of resource production in the contested zone, or simultaneous ownership by both sides. This allows for extremely varied and dynamic rules that may be applied to resource collection and production. " [Page 6, line 30, to page 7, line 6.]

For these reasons, appellants traverse the rejection of claim 1, and respectfully submit that the rejection of claim 1 under 35 U.S.C. §102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

CLAIM 2

Claim 2 is patentable under 35 U.S.C. § 102(b) over Warcraft. In the context of claim 1 appealed dependent claim 2 requires that the first area, overlapping only a portion of a resource area, be a volume.

The Final Office action simply does not address the limitation of claim 2. The Office Action does not explain how the two-dimensional Oil Patches of Warcraft anticipate the

three-dimensional structure of the claimed volume.

Warcraft does not describe the limitation of defining a resource collection area by generating a volume overlapping only a portion of a resource area.

For these reasons and the reasons provided with respect to claim 1, appellants traverse the rejection of dependent claim 2, and respectfully submit that the rejection of claim 2 under 35 U.S.C. §102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

CLAIM 5

Claim 5 is patentable under 35 U.S.C. § 102(b) over Warcraft. In the context of claim 1 appealed dependent claim 5 calls for:

> *A method of playing a game, the method comprising the steps of: generating, in direct response to an action of a player playing a game, a first area overlapping only a portion of a resource area, the overlapping portion defining a resource collection area; enabling an acquisition of resources from the resource collection area; and wherein the resources that are available is further responsive to a means for the acquisition of resources.*

The Final Action has failed address much less show how Warcraft describes, anticipates, or renders obvious, *"wherein the resources that are available is further responsive to a means for the acquisition of resources"*, as dependent claim 5 calls for. The Final Action does not provide an explicit argument or specific support for appellants to know why claim 5 has been rejected.

For these reasons and the reasons provided with respect to claim 1, appellants traverse the rejection of dependent claim 5, and respectfully submit that the rejection of claim 5 under 35 U.S.C. §102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

CLAIM 6

Claim 6 is patentable under 35 U.S.C. § 102(b) over Warcraft. In the context of claim 1 appealed dependent claim 6 calls for:

> *A method of playing a game, the method comprising the steps of: generating, in direct response to an action of a player playing a game, a first area overlapping only a portion of a resource area, the overlapping portion defining a resource collection area; enabling an acquisition of resources from the resource collection area; and wherein the resources that are available is further responsive to a distance to a means for the acquisition of resources.*

The Final Action has failed address much less show how Warcraft describes, anticipates, or renders obvious, *"wherein the resources that are available is further responsive to a distance to a means for the acquisition of resources"*, as dependent claim 6 calls for. The Final Action does not

provide an explicit argument or specific support for appellants to know why claim 6 has been rejected.

For these reasons and the reasons provided with respect to claim 1, appellants traverse the rejection of dependent claim 6, and respectfully submit that the rejection of claim 6 under 35 U.S.C. §102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

CLAIM 7

Claim 7 is patentable under 35 U.S.C. § 102(b) over Warcraft. While the Final Action rejected dependent claim 7 under 35 U.S.C. § 102 as being anticipated by Warcraft, the Final Action and previous office actions have failed to provide any citation, explanation, reference, or support.

In the context of claim 1, how does Warcraft anticipate *"the resources that are available is further responsive to a distance to, and a magnitude of, a means for the acquisition of resources"*, as dependent claim 7 calls for? No such limitation is described, anticipated, or rendered obvious by Warcraft.

For these reasons and the reasons provided with respect to claim 1, appellants traverse the rejection of dependent claim 7, and respectfully submit that the rejection of claim 7 under 35 U.S.C. §102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

CLAIM 10

Claim 10 is patentable under 35 U.S.C. § 102(b) over Warcraft. While the Office Action rejected dependent claim 10 under 35 U.S.C. § 102 as being anticipated by Warcraft, the Final Action and previous office actions have failed to provide any citation, explanation, reference, or support.

In the context of claim 1, how does Warcraft anticipate *"wherein the first area covers at least a portion of one of a plurality of resource areas having different densities of resources"*, as dependent claim 10 calls for? No such limitation is described, anticipated, or rendered obvious by Warcraft.

For these reasons and the reasons provided with respect to claim 1, appellants traverse the rejection of dependent claim 10, and respectfully submit that the rejection of claim 10 under 35 U.S.C. §102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

CLAIM 11

Claim 11 is patentable under 35 U.S.C. § 102(b) over Warcraft. While the Office Action rejected dependent claim 11 under 35 U.S.C. § 102 as being anticipated by Warcraft, the Final Action and previous office actions have failed to provide any citation, explanation,

reference, or support.

In the context of claim 1, how does Warcraft anticipate "*wherein the first area covers at least a portion of one of a plurality of resource areas having qualitatively different resources*", as dependent claim 11 calls for? No such limitation is described, anticipated, or rendered obvious by Warcraft.

For these reasons and the reasons provided with respect to claim 1, appellants traverse the rejection of dependent claim 11, and respectfully submit that the rejection of claim 11 under 35 U.S.C. §102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

As in the case of claims 12-20, each of the rejected claims 1, 2, 5, 6, 7, 10, and 11 also recite useful, novel, nonobvious, and enabled inventions, clearly described in appellants specification, and that offer advantages not anticipated or rendered obvious by Warcraft. It is respectfully submitted to the Honorable Board that the rejection of any one of the outstanding claims under 35 U.S.C. § 102(b) as being anticipated by Warcraft is unwarranted and should be reversed.

By the above reply, appellants have attempted to diligently respond to each of the principal issues raised by the Final Action. If a particular assertion or remark in the Final Action is deemed not to be directly or indirectly addressed, it should not be interpreted as indicating agreement with such an assertion or remark. For purposes of presentation, the remarks have been provided in as simple a manner as possible, and do not embody the richness or breadth of the specification of the present inventions.

Respectfully submitted,

David H. Abecassis
Appellant
Phone: 561-470-1181

01-19-2006

CERTIFICATE OF MAILING

Express Mail Label # **EQ 346559029 US**; Deposited: **01-20-2006**
I hereby certify that this Amended Appeal Brief is being deposited with the United States Postal Service using "Express Mail Post Office To Addressee" service on the date indicated above and is addressed to Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450

David Abecassis
David Abecassis

CLAIMS APPENDIX

1. A method of playing a game, the method comprising the steps of:

generating, in direct response to an action of a player playing a game, a first area overlapping only a portion of a resource area, the overlapping portion defining a resource collection area; and

enabling an acquisition of resources from the resource collection area.

2. The method of claim 1, wherein the first area is a volume.

5. The method of claim 1, wherein the resources that are available is further responsive to a means for the acquisition of resources.

6. The method of claim 1, wherein the resources that are available is further responsive to a distance to a means for the acquisition of resources.

7. The method of claim 1, wherein the resources that are available is further responsive to a distance to, and a magnitude of, a means for the acquisition of resources.

10. The method of claim 1, wherein the first area covers at least a portion of one of a plurality of resource areas having different densities of resources.

11. The method of claim 1, wherein the first area covers at least a portion of one of a plurality of resource areas having qualitatively different resources.

EVIDENCE APPENDIX (WARCRAFT II BLIZZARD ENTERTAINMENT)

Warcraft II
Battle.net Edition

METZEN · 95

BINK
VIDEO *Uses Bink Video Technology. Copyright © 1997-1999 by RAD Game Tools, Inc.*

Uses Smacker Video Technology. Copyright © 1994-1999 by RAD Game Tools, Inc.

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(949) 955-1382	Technical Support
(900) 370-SNOW	Blizzard Hint Line
http://www.blizzard.com	World Wide Web
support@blizzard.com	Online Technical Support

Table of Contents

GETTING STARTED

IBM-PC SYSTEM REQUIREMENTS

Computer: Warcraft II: Battle.net Edition requires a 100% IBM PC compatible computer, with a Pentium® 60 MHz or better processor and at least 16 megabytes of memory.

Operating System: You may play Warcraft II: Battle.net Edition under Windows® 95, Windows 98 or Windows NT.

Controls: A keyboard and a 100% Microsoft®-compatible mouse are required.

Disk Drives: A hard drive and CD-ROM drive are required to play Warcraft II: Battle.net Edition. To view the animations from the CD, your CD-ROM drive must be quad-speed or faster. *Blizzard strongly recommends that you do not run Warcraft II: Battle.net Edition from a compressed drive.*

Video: Warcraft II: Battle.net Edition requires a DirectX compatible Local-bus SuperVGA card.

Sound: Warcraft II: Battle.net Edition supports DirectX 100% compatible cards.

INSTALLATION UNDER WINDOWS 9x AND NT

Place the CD into your CD-ROM drive. If your computer is AutoPlay capable, a Warcraft II: Battle.net Edition menu will automatically appear on the screen. Select "Install Warcraft II: Battle.net Edition" to start the installation program. Follow the on-screen instructions to install Warcraft on your system. After the game has been successfully installed, you will have the option of adding a Warcraft II: Battle.net Edition shortcut to your Start menu.

If your computer is not AutoPlay capable, open the "My Computer" folder on your desktop, then select the drive letter which represents your CD-ROM drive. Finally, double click the "Setup" icon.

MACINTOSH SYSTEM REQUIREMENTS

Computer: Warcraft II: Battle.net Edition requires a Macintosh® with a PowerPC® processor and 16 megs of physical RAM. Running with Virtual Memory enabled can decrease game performance.

Operating System: Warcraft II: Battle.net Edition requires System 7.6 or higher.

Controls: A keyboard and a mouse are required. If you own a two button mouse, please consult your mouse manual for instructions on configuring the second button to simulate a command (⌘) click.

Disk Drives: A hard drive and CD-ROM drive are required to play Warcraft II: Battle.net Edition. To view the animations from the CD, your CD-ROM drive must be quad-speed or faster.

Video: Warcraft II: Battle.net Edition requires a 14" or better 256-color display.

Sound: Warcraft II: Battle.net Edition will work with any Mac OS compatible system's built in sound.

INSTALLATION ON THE MACINTOSH

Place the CD into your CD-ROM drive. Double-click on the Warcraft II: Battle.net Edition CD icon, and then double-click on the Warcraft II: Battle.net Edition Installer to copy the required game and system files to your hard drive.

TROUBLESHOOTING (PC)

Warcraft II Battle.net Edition requires that you have Microsoft's DirectX 2.0 or higher installed and that your video and sound cards are DirectX 2.0 compatible. DirectX 6.0 is included on the Warcraft II Battle.net Edition CD and can be installed by clicking on "Install DirectX" from the list of options on the Warcraft II Battle.net Edition install screen.

The most common problem with a DirectX game:

Old, incompatible, corrupt or incorrect drivers for the sound and or video card can cause problems installing or running a DirectX compatible game. If you experience a problem please contact your computer manufacturer, or the sound and video card manufacturers (either through their web sites or over the telephone) for information on downloading and installing the latest drivers.

DirectSound and DirectDraw Errors:

These errors are caused by incompatible, corrupt, or out of date drivers for the sound and or video card. Try installing DirectX from the *Warcraft II: Battle.net Edition* CD, if this does not help, contact your sound and or video card manufacturer about downloading and installing the latest version of their drivers for your hardware.

I do not have any video when I start *Warcraft II: Battle.net Edition*:

This problem is usually attributed to older, or incompatible, DirectX drivers. *Warcraft II: Battle.net Edition* runs in 640x480 mode and some video cards have a problem with DirectX automatically switching to that resolution. You can manually change the screen resolution to 640x480 with 256 colors as the color depth by clicking on the Start button on your Desktop Taskbar, then selecting Settings, then Control Panel. Open the Display Control Panel, Click on the Settings tab, and change your Display Area and Color Palette settings.

I am not hearing any music or sound effects in *Warcraft II: Battle.net Edition*:

Make sure that your sound card is compatible with DirectX 2.0 or higher. Sound cards that are not supported under Microsoft's DirectX will not work with *Warcraft II: Battle.net Edition*. Install DirectX 6.0 from the *Warcraft II: Battle.net Edition* CD. If you are still not hearing sound or music, then contact your sound card manufacturer to get the latest drivers for your system and information on installing them.

I keep hearing static or feedback during the game:

This can occur when the line out volume is turned on but nothing in plugged in to the line out on your sound card. Check the volume settings by clicking the Start button on your Task bar, select Programs, Accessories, and then Multimedia. Select the "Volume Control" option. Adjust the volume control as needed. If this does not help contact your sound card manufacturer about downloading and installing the latest sound drivers.

I'm getting a black screen when I start *Warcraft II: Battle.net Edition*:

Either your video card is not DirectX compatible, you are using an older version of DirectX, or you need the updated video drivers. First download and install the latest drivers from the video card manufacturer. If you are still having problems, download and install the latest version of Direct X, or install the version on the *Warcraft II: Battle.net Edition* CD.

Is there any way to play the full version of *Warcraft II: Battle.net Edition* without the CD:

You can play Multi-player without the CD. See the multi-player section of this manual for information on "spawning". To play single player or create a multi-player game you need to have a *Warcraft II: Battle.net Edition* CD in your local CD-ROM drive.

Can I install *Warcraft II: Battle.net Edition* to a compressed drive:

This can cause problems during the game, we recommend not using a compressed drive.

TROUBLESHOOTING (MAC)

***Warcraft II: Battle.net Edition* and Multi Button Mice:**

Warcraft II: Battle.net Edition includes support for multi button mice via Apple's Input Sprocket technology. However, some multi button mice may not function correctly with this technology. If you are having trouble using the second, third or fourth buttons on your programmable mouse, or you lose mouse and keyboard control at some point during the game, disable the 'multi button mouse' and 'quit other applications' options we included in the startup options for *Warcraft II: Battle.net Edition*. If you do not see the startup options screen, quit and then hold down the Option key when you start *Warcraft II: Battle.net Edition* again.

Modem:

For modem to modem games, make sure your modem's extensions and control panels are installed and active in the startup extension set you use. Then check the Chooser in the Apple Menu and make sure no printers or other devices are trying to use the modem port. If you use an internal modem, it should be displayed on the game's Modem Selection screen as "internal modem". If you use an external modem you will see an option for "modem port." Select the appropriate modem type for your system. If you have problems with the connection, try different init strings. ATZ or AT &F1 should work for most modems. Init strings are set in the game's startup options screen.

Battle.net:

Games played over Battle.net require an active TCP/IP connection with low latency. You may need to start your ISP connection manually prior to starting the game. When your ISP connection is active you will be able to see an IP address listed in the TCP/IP control panel. If the game is disconnecting your ISP connection when it starts, make sure the 'quit other applications' option is not selected in the game's startup options screen.

Is there any way to play the full version of *Warcraft II: Battle.net Edition* without the CD:

You can play Multi-player without the CD see the multi-player section of this manual for information on "spawning". To play single player or create a multi-player game you need to have a *Warcraft II: Battle.net Edition* CD in your local CD-ROM drive.

FOR A LARGER, MORE UP-TO-DATE LIST OF POSSIBLE SOLUTIONS

CHECK OUT THE TECHNICAL SUPPORT SECTION OF OUR WEBSITE AT WWW.BLIZZARD.COM

TECHNICAL SUPPORT

ONLINE SUPPORT SERVICES

Blizzard Entertainment provides upcoming news, software updates, product demos, reviews, technical support and more on the following online services.

Internet: support@blizzard.com (for IBM-PC)
                   macsupport@blizzard.com (for Macintosh)
World Wide Web: http://www.blizzard.com
                   http://www.battle.net

ADDITIONAL SUPPORT SERVICES

Automated Technical Support, with faxing capability for most problems, is currently available twenty-four hours per day, seven days a week at: (949) 955-1382.

You may also contact Blizzard Entertainment via fax and mail.

Fax: (949) 737-SNOW

We receive faxes 24 hours a day, and will respond 9 A.M. to 6 P.M. Pacific Time, Monday through Friday, holidays excluded.

Mail: Technical Support
         Blizzard Entertainment
         P.O. Box 18979
         Irvine, CA 92623

BEFORE YOU CALL FOR TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section before calling technical support. We receive many calls every day and can deal with your inquiry more efficiently if you know the following information:

- The manufacturer of your computer and the CPU type/speed
- How much RAM your system has
- The version and type of Operating System that you are using
- The manufacturer and model of your video card, sound card, and modem

Our technical support number is (949) 955-1382. Our hours are 9 A.M. to 6 P.M. Pacific Time, Monday through Friday, holidays excluded. Have a pen and paper handy when you call, and be near your computer if at all possible. **NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

TUTORIAL

STARTING A NEW SINGLE PLAYER GAME

1. The game begins with a graphic introduction to the world of Warcraft II. If you would like to bypass this introduction, press the space bar or click the left mouse button. After the introduction you will be taken to the main menu.

2. Click on the **Single Player Game** option, or type "S" to begin a single player game. You will also notice that the letter S in the first word is a different color than the rest of the message. This different colored letter is a "hotkey" which, when entered, allows you to bypass clicking with the mouse. This convention is used throughout the game. You will now be taken to the Scenario Screen.

3. Click on New Campaign. You will now be taken to the Race Selection Screen where you will choose which army you will command and which campaign you will play.

4. Choose to marshall the Humans in the *Tides of Darkness* campaign by selecting Human Campaign. There will be a short description of your first assignment, and then you will be taken to the main game screen, the **Command Screen.**
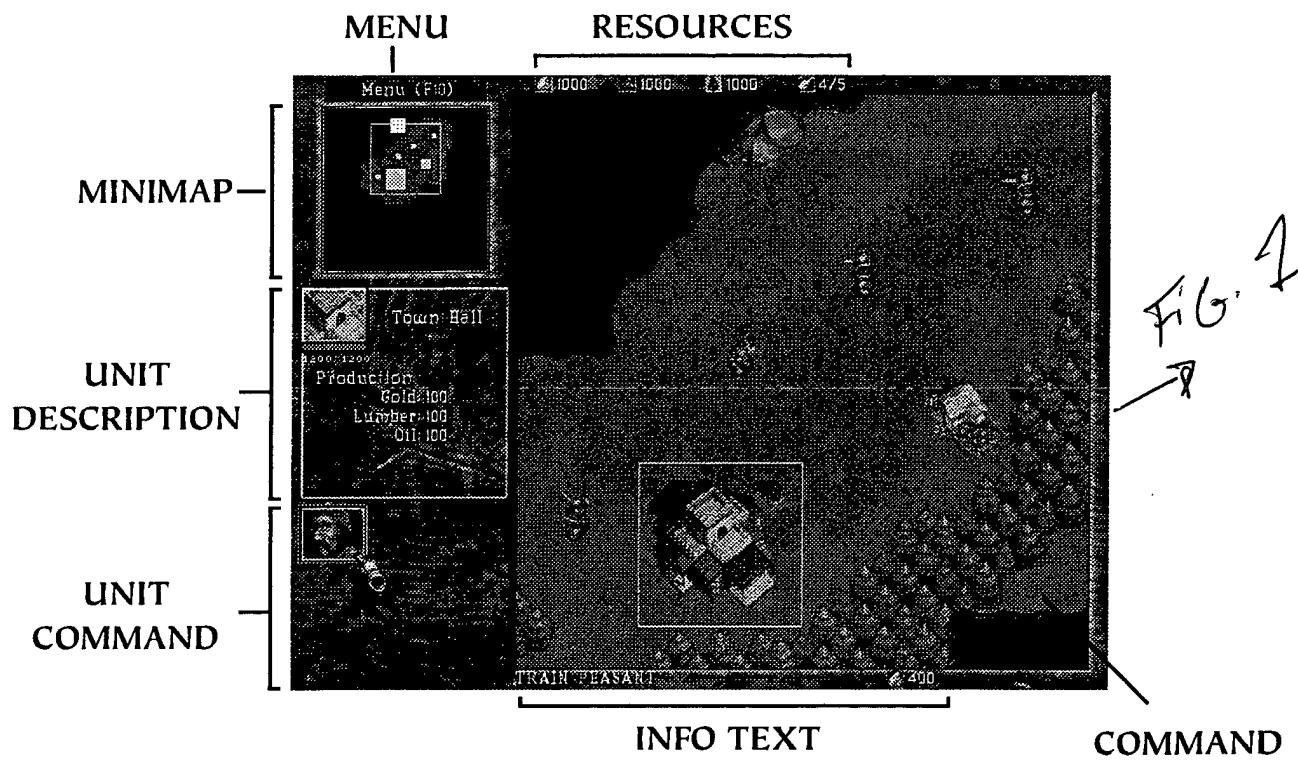
The diagram above displays the main screen used in Warcraft and identifies the key aspects used in game play. Each of these sections are described on the next page.

RESOURCES

This is the amount of harvested lumber, mined gold, hauled oil (used in later scenarios), and food that is available to use for creating and training various units and to use as building materials for construction.

INFO TEXT

This will give you information on any units, buttons or buildings that you select.

UNIT DESCRIPTION

This is detailed information, including numeric statistics on any building or single unit selected in the Command Map window.

UNIT COMMANDS

These are the different commands available to the unit, such as construction, attack, etc.

MINI MAP

This is a bird's eye view of your Command Map which allows you to see the entire area at once. Your buildings and units appear as green squares. Other units and buildings appear as different colors. This map will increase in detail as you explore the lands surrounding your settlement.

COMMAND MAP

This is the main field of play. Here you will be able to see, in great detail, the events that transpire in the area around you. You may select units or buildings in this window by using the mouse to select them. When one of your units is selected, a green box will surround the unit, indicating that it is now prepared to receive your orders.

MENU

This button calls up the Warcraft Options menu.

Save: This allows you to save the game you are currently engaged in.

Load: This allows you to load and continue a game that you have previously saved.

Options: This allows you to change Sound, Speed, and game Preferences.

Help: This allows you access to a list of Keystrokes as well as Warcraft II Tips.

Scenario Objectives: This allows you to review the objectives of the scenario.

End Scenario: This allows you to Restart, Surrender, Quit to the Main Menu, or Exit the Program.

During a Single Player Game clicking the Menu Button also pauses the game at any time.

ESTABLISHING YOUR SETTLEMENT

You will be creating a settlement from the ground up, so to speak. In the center of your Command Map, you will see a Town Hall, a Farm, three Footmen and a Peasant.

1. Move the arrow over the Town Hall. When you are over a unit or building on the Command Map that you are able to select, the arrow will change into a magnifying glass.

2. Select the Town Hall. When you select a unit or building, a colored square highlights your choice. Also, a description of the selection will appear to the left of the Command Map in the Unit Description area.

TRAINING PEASANTS

3. Move the arrow over the Peasant icon. The words Train Peasant will appear in the Info Text area. *Note that the cost of training this unit appears on the right side of the Info Text area. Costs for buildings and upgrades will appear in this same area.*

4. Click on the Peasant icon. This begins the process of training your Peasant. Note that the rate of completion is shown in the Unit Description area.

5. After the Peasant is trained, he will appear on the Command Map.

6. Should you attempt to train another Peasant, you will receive the message **Not Enough Food...Build More Farms** in the Info Text area.

7. To view your current food supply, look in the food indicator in the upper right of the screen, or select any Farm. In the unit description area, the rate of production and consumption will be displayed. *You must have food available in order to train more units.* To increase the food supply available for your settlement, another farm must be built. Each Town Hall can support one unit, while each Farm provides food for four units.

CONSTRUCTION OF BUILDINGS

1. Select a Peasant.

2. Move the arrow over the Build Basic Structure icon and select this option. This will open the Basic Structure selections.

3. Move the mouse over the icons, and select the one that says Build Farm in the Info Text area. A green tinted image of a farm will appear on the Command Map that represents the amount of space required for this structure.

fig 3

Buildings must have ample space available in explored territory in order to be placed, and non-coastal buildings may not be constructed on dirt, ice or mud.

Specific Restrictions

Town Halls must be a minimum distance from any Gold Mines.

Shipyards and Oil Refineries must be a minimum distance from any Oil Patch.

Shipyards, Foundries and Oil Refineries must be placed on a coast.

Oil Platforms may only be placed on an Oil Patch.

If you attempt to place a building in a location that is restricted, the portion of the building image that lies within the restricted location will pulsate red. Also, a message will inform you why you cannot build there, and you will be unable to place the building.

fig 4

4. To place a building, select an area that falls within the restrictions for construction.

When you have chosen an appropriate site, click to place the building. The Peasant will move to the site and begin construction. *Note: Construction does not begin until the Peasant reaches the selected site. Any obstacles present when the peasant reaches the site will prevent the construction from commencing.*

If you select the new Farm while it is being constructed you will notice a Completion Status bar in the Unit Description area, as well as a status bar, under the portrait, that indicates how much damage the structure can take. *Note: a building under construction begins in a weakened state and only reaches full strength when construction is completed.*

5. Once the Peasant has completed his construction, either look at your food indicator or select the new Farm. Notice that your available food has been increased.

Some buildings have buttons that allows certain upgrades. When an upgrade is available, selecting the button will generate a message in the Info Text area that will inform you of what the upgrade will affect.

EXPLORATION AND THE FOG OF WAR

By this point, you will find that you are running short on resources such as lumber and gold. To increase your stores, you must find forests to harvest lumber from and search for gold mines that may be found about the area. Initially the lands around your Town Hall and Farm are unknown and will appear as great black regions in both your Command Map and Mini Map.
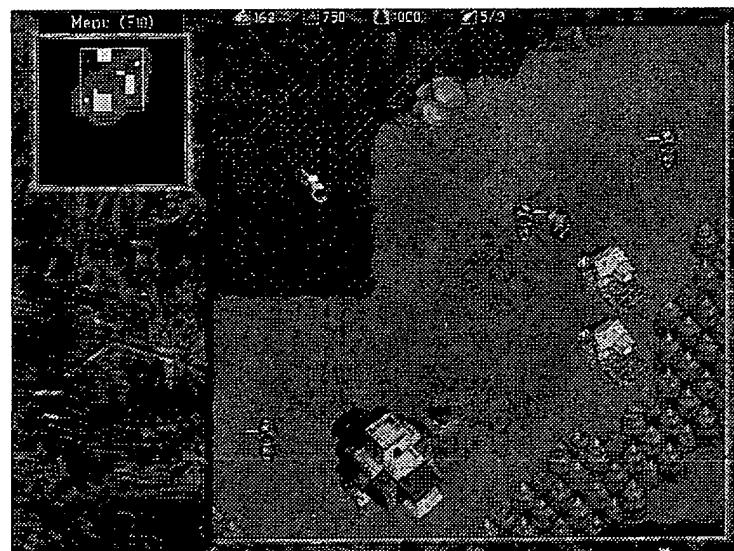
1. Select a Peasant. Then select the Move icon in his Unit Command area.

2. A selection cursor will appear on the Command Map. Use this to indicate the destination of the unit selected.

3. Send your Peasant into the <u>unmapped</u> region to the top of the command map. He will immediately head off in that direction, surveying any territory he encounters.

4. As your unit enters unknown regions, they will become visible on both your Command Map and the Mini Map.

5. The space that is no longer in the vision of any of your units or buildings, becomes grey. The terrain that is there is still known, but any units in this "Fog of War" are not visible on the Command Map or Mini Map.

6. When units re-enter grey areas, their knowledge of the terrain, as well as any units or buildings that inhabit that area, will be updated.

7. If buildings exist in an area that is later shrouded by the Fog of War, the knowledge of their existence and condition is retained, although it will not be updated until another unit enters into that areas line of sight.

HARVESTING RESOURCES

1. Just above the town should be a Gold Mine. Instruct your Peasant to Harvest gold by selecting the corresponding icon in his Unit Command area.

2. A selection cursor will appear as you move the mouse back to the Command Map. Click it on the Gold Mine you want him to harvest.

3. Your Peasant will begin working the mine for gold and will return this gold to the Town Hall on his own. He will continue to repeat this cycle of harvesting until he empties the mine out, is attacked or is given another command.

Now that you have found a source of gold, harvesting lumber is the next step.

1. Select a Peasant. Then select the Harvest icon in his Unit Command area.

2. A selection cursor will appear as you move the mouse back to the Command Map. Use this to choose a spot in the forest that you wish the Peasant to harvest.

3. Your peasant will begin chopping down trees to be used for lumber, and will return the lumber to the Town Hall on his own. He will continue to repeat this cycle of harvesting until he either cuts down all available trees in that area, is attacked or is given another command.

Note: If you stop a Peasant while he is returning to the Town Hall with a load of resources, the Info Text Window will remind you that he is carrying lumber or gold. Also the Harvest icon will be replaced by a Return with Goods icon that you can select to resume delivery and continue harvesting.

VIEWING THE MAPS

To move around in each scenario, you can use either the Mini Map or the Command Map

1. To move using the Mini Map, select the white box and move it around by holding down the left mouse button and dragging it where desired .

2. You can also select any area on the Mini Map and jump to that location.
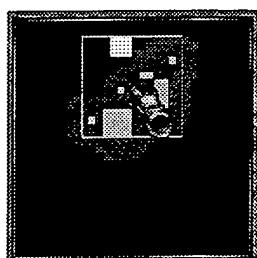
3. To move on the Command Map, move the arrow cursor to any edge of the screen and the map will automatically scroll in the direction the arrow is pointing.
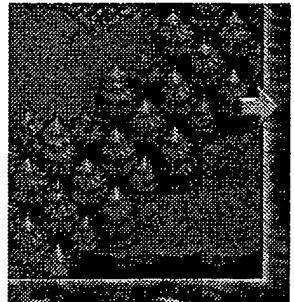
4. To use the keypad to move on the Command Window use the numeric keypad arrows, or the arrow keys.

Circles of Power

Some scenarios may require that you locate specific destination on the map. These will be shown with a glowing Circle of Power. Entering the area where the Circle is located fulfills any requirements for completing a scenario that involve a specific destination.

UNIT COMMANDS & COMBAT

PORTRAIT
This is what your unit looks like.

HIT POINTS
Status bar and numbers indicate unit's health.

ARMOR
The amount of damage inflicted to a unit that is absorbed by the unit's defenses

RANGE
Indicates range of attack (w/ one being touch).

SPEED
How fast your unit moves

LEVEL
This is an indication of how many upgrades the unit has; Level 1 is the default, each upgrade adds one level.

DAMAGE
The amount your unit inflicts against an enemy unit. Min-Max, with Min being the minimum amount of damage done (no matter what armor the enemy may have) and Max being the maximum against an enemy with no armor.

SIGHT
The range at which your unit can spot objects.

You can give commands to your units at any time. All of your units share common commands, but some have specific abilities.

1. Select a Footman. This will open the Unit Description area and the Unit Command area to the left of the Command Map.

OPTIONS

Move

2. While having the footman selected, click the Move icon.

3. A selection cursor will appear on the Command Map. Use this to indicate the destination the selected unit will be sent to.
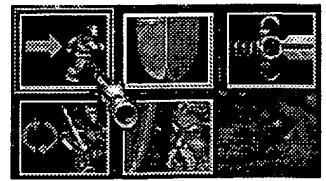
Stop

4. While the Footman is moving, click the Stop icon. The unit will halt all actions and await new orders.
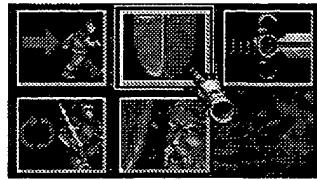
Attack

5. While the Footman is selected, click the Attack icon.

6. A selection cursor will appear on the Command Map. Use this to indicate the target the selected unit will be sent to engage.

7. Select the Town Hall as the target you wish to engage. *Normally you would never attack your own buildings, but until you feel ready to tackle the Orcs, they make for an easy fight.*

8. While the Footman is attacking it, select the Town Hall.

9. Note that the HP bar and number both get smaller as the structure sustains damage.

10. Select the attacking Footman and click the Stop icon in the Unit Command area to disengage.
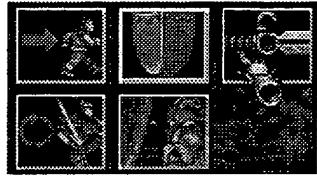
Patrol

11. While the Footman is selected, click the Patrol icon.

12. A selection cursor will appear on the Command Map. Use this to indicate the second point of a patrol route (the first point being the current location of the unit). The unit will now move between these two points repeatedly. While in patrol mode your units will attack any enemy units they encounter.
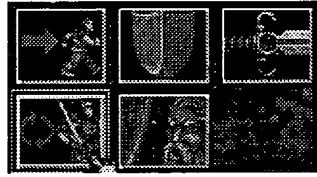
13. To cease patrolling, select the Footman and click the Stop icon.

Stand Ground

14. While the Footman is selected, click the Stand Ground icon.

15. The Footman will now stand his ground and defend that specific point, not moving to engage an enemy unit.
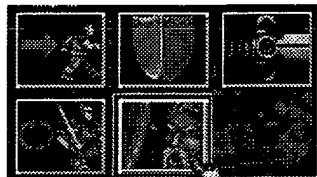
16. To cease standing ground, select the Footman and click the Stop icon.

Attack Ground

17. This is used to order a unit that has a ranged attack to provide constant fire into a specific area. Only units with ranged attacks may use the Attack Ground icon.
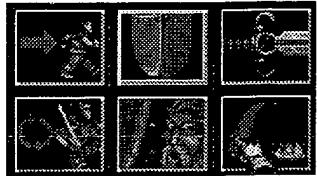
Auto Commands

18. When you have a unit or group selected, the Right Mouse Button can be used to issue commands that will automatically be carried out. Macintosh users with a one button mouse can hold down the **command** (⌘) key and click and to use Auto Commands.

19. Select a Peasant.

20. While the Peasant is selected, move the arrow over an area of trees. Right-click (Macintosh: ⌘-click) on the area to be harvested.

21. The Peasant will automatically move to the trees and begin harvesting lumber.

22. Select a Footman.

23. While the Footman is selected, move the arrow to an open piece of land. Right-click (Macintosh: ⌘-click) on the area to move the Footman into.

24. The Footman will automatically move to the selected area.

25. Units can be ordered to perform logical tasks (move, harvest, repair, attack) without multiple keystrokes or button commands.

ADDITIONAL ORDERS

Grouping Units

1. There are several different ways of grouping units and issuing commands to them as a group. Up to nine units may be placed in any one group.

2. Clicking and dragging across the command map allows you to draw a rectangle around the units you wish to select.

3. You may also select groups by holding down the **shift** key while selecting units. Holding **shift** while selecting a unit will add him to the current group.

4. Holding **shift** while clicking on a portrait in the Unit Description area will remove just that unit from a group.
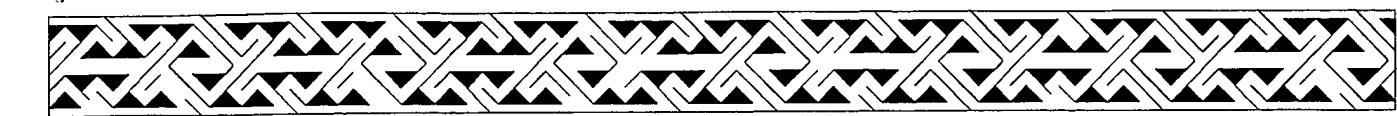
5. Clicking on a portrait in the Unit Description area will select ONLY that unit and remove all other units from the group.

6. If you have only one unit selected and click on his portrait, it will center the Command Map on his location.

7. Groups are automatically saved into memory and can be recalled by selecting any member of that group while holding down the **alt** key (**option** key on the Macintosh.)

8. You can also save up to ten groups by selecting a group and pressing **ctrl** + a **#** key (0-9). You can recall that group instantly by pressing its correponding number key.

Follow Command

8. Troops can be made to follow a specific unit.

9. Select a unit or group that will be following a lead unit.

10. To choose the lead unit, immediately select it with the right mouse button (or ⌘-click on the Macintosh.) The lead unit will then be outlined by a blinking green box.

11. Moving the lead unit causes the attached units to "follow the leader" until it does anything other than move or stop, thus causing the link to break.
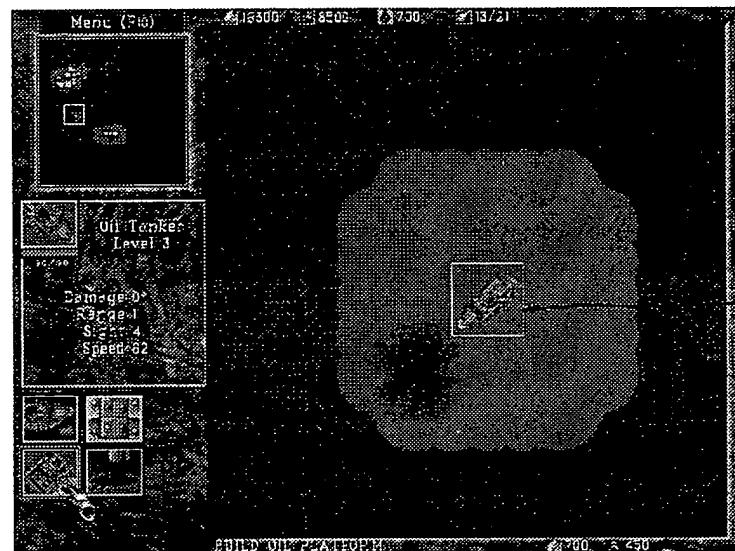
SPECIAL UNIT COMMANDS

Oil Tankers

1. Tankers are used to haul oil much in the same manner that Peasants are used to harvest lumber or mine gold. Tankers, however, must construct an Oil Platform from which to drill for this resource. The first step is to find a suitable location to place a Platform.

2. There are <u>Oil Patches</u> that represent concentrated areas of oil. Use your Tanker to scout out one of these sites by moving it around the waterways.

Fig. B

Fig. C

3. When you have found an Oil Patch, click the Build Oil Platform icon in the Oil Tanker's Unit Command area.

4. A green tinted image of an Oil Platform will appear on the Command Map that represents the amount of space required to build the Platform. If you attempt to place the Platform over any area that is not an Oil Patch, the image will pulsate red.

5. When you have chosen an appropriate site, place the Oil Platform. The Tanker will move to the site and begin construction.

6. When the Oil Platform is completed, the Tanker will automatically begin hauling oil back to the Shipyard. Any new Tankers that are constructed may be ordered to carry oil from an existing Oil Platform by selecting Haul Oil in its Unit Command area.

Transports

7. Transports are used to ferry your units across vast stretches of water. You can automatically load up to six (6) units onto a Transport by group selecting the units you would like to place onto the ship, and then right-click the Transport.

8. The Transport will be outlined in a blinking green box and will automatically move towards the shoreline. The selected units will also move towards the shore and enter the Transport when it docks.

9. Units can disembark from a Transport, after the ship has moved to its shoreline destination, by selecting the Unload Transport icon in its Unit Command area.

10. Specific units can be made to disembark from a Transport by selecting the desired portrait from the Unit Description area while the Transport is selected. This will cause only the unit whose portrait is chosen to disembark from the ship.
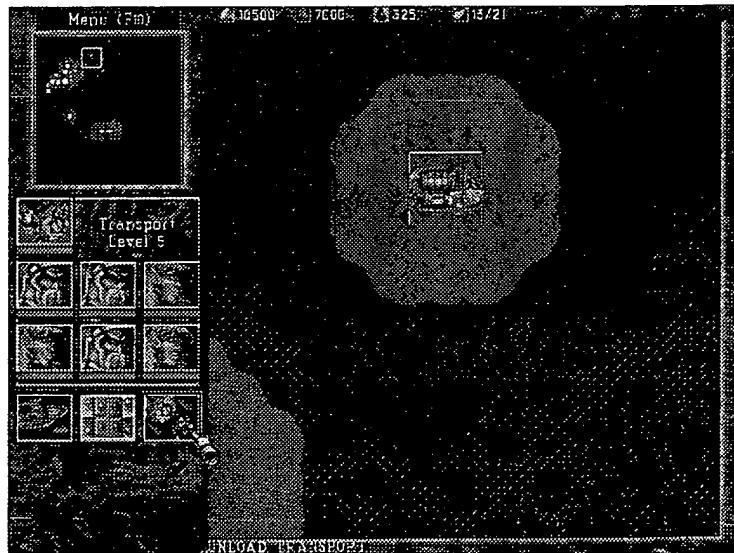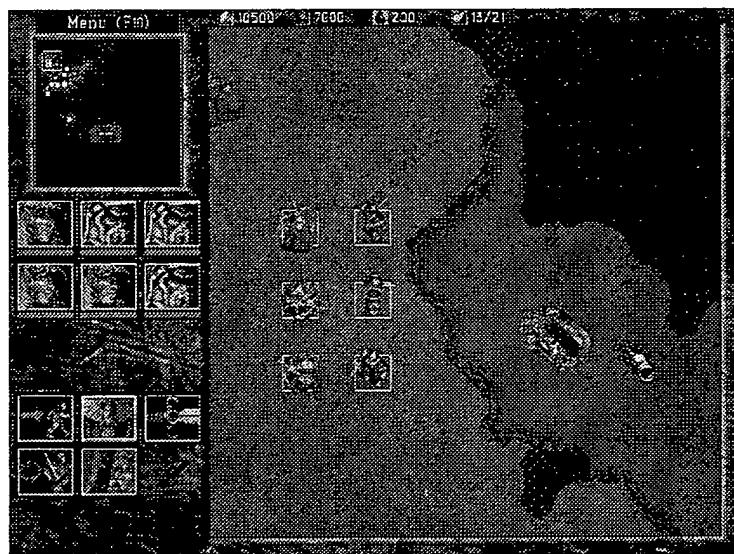
MULTIPLAYER GAMES

To begin a new multi player game click on the Multi Player Game option. You will now be taken to the Sign In screen. Enter the name you wish to be known by during multi player games. Click OK to go to the Connection Method screen.

Warcraft II: BNE supports several connection protocols: Battle.net, Direct Connect, Modem, and IPX Network, as well as AppleTalk and TCP/IP on the Macintosh. These connection methods and their use are described below.

Connection Methods

Battle.net Connection

Supports: 2-8 players

Requires: A 32-bit TCP/IP connection to the Internet. This can either be a dial-up connection or a direct connection.

Battle.net is Blizzard Entertainment's Internet gaming service. It allows players from around the world to battle against each other. Battle.net also supports a world-wide ranking system, enabling you to test your *Warcraft II: BNE* skills against comparable opponents. Select the "Battle.net" connection method to connect to Battle.net. If your computer is configured to automatically dial out, *Warcraft II: BNE* will dial your Internet Service Provider. Otherwise, you must establish a connection to your Internet Sevice Provider before running *Warcraft II: BNE*. Once connected to Battle.net, you can chat with other players to arrange, create, and join games. Specific information is available from within Battle.net by pressing the F 1 key on the keyboard.
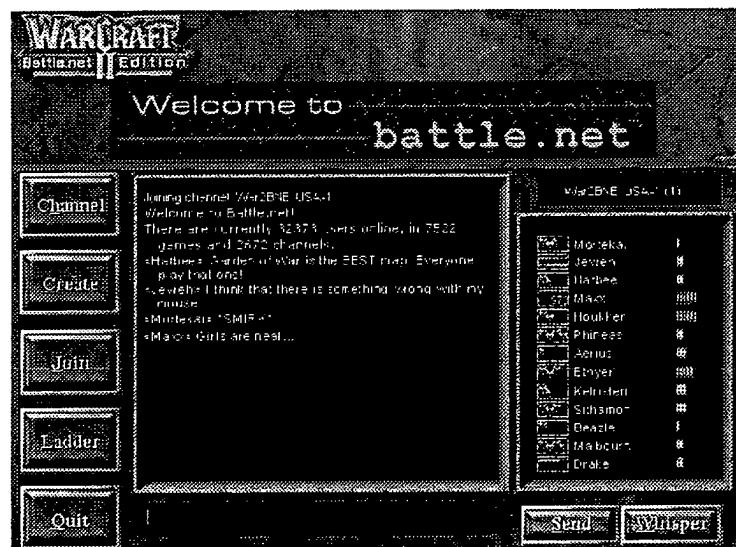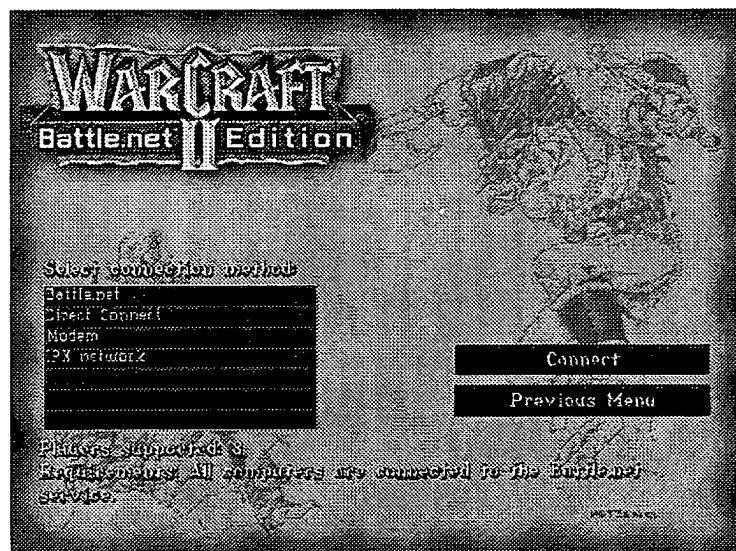
Direct Connect
Supports 2 Players

Requirements: 2 computers directly connected together by using a NULL MODEM cable attached to their serial ports. Macintosh computers need to use a modem cable connected to an IBM-PC null modem cable to start a direct link connection with an IBM-PC system. For Macintosh vs. Macintosh games, AppleTalk is the recommended method.

Baud Rate: This is the speed at which your computers will communicate, and is regulated by UARTs (serial card chips which handle communications). Older machines may have problems connecting at higher baud rates.

COM: IBM-PC only. This is the port number which you have the NULL MODEM cable connected to. The COM port cannot be in use by any other devices, such as a modem or mouse.

IRQ: IBM-PC only. This is the interrupt request line, and defaults to 3 for COM 2 & 4, and 4 for COM 1 & 3. The IRQ cannot be in use by any other devices.

Connect: This connects the two computers. The prompt **Waiting for response** will appear until your computers are connected. Should there be problems connecting, choose Cancel, Join and retry your connection.

Modem
Supports 2 Players

Requirements: 2 computers, each with their own modem and phone line.

Dial: This is the Phone Number that you wish to dial with your modem. Numbers can be denoted with a dash (including area codes when applicable) if you wish.

Baud Rate: This is the speed at which your computers will communicate via modem, and is regulated by the communication rate of your modem. If you have problems connecting, try starting at the 9600 setting and working
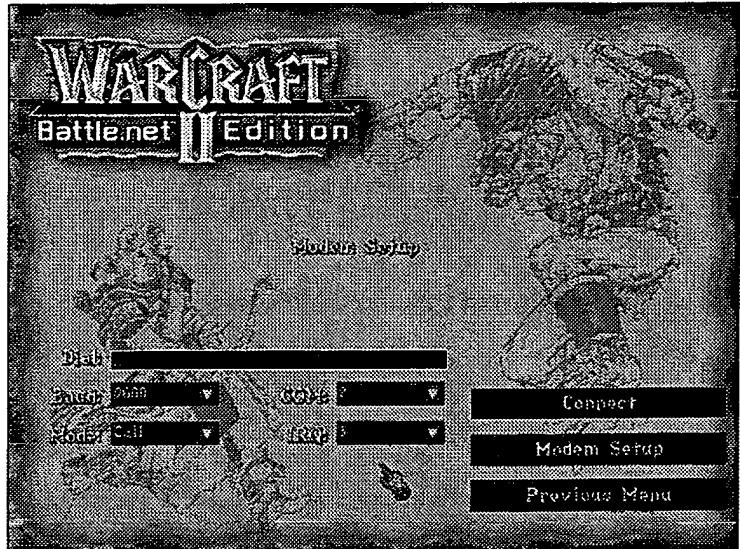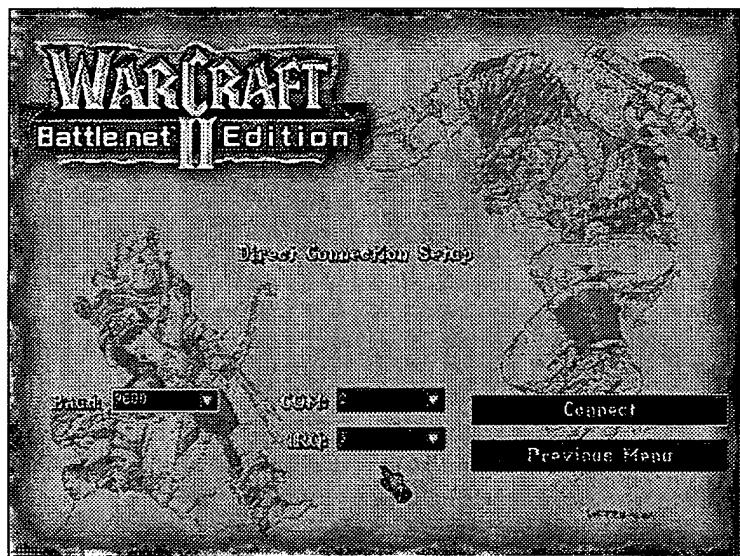
your way up.

Mode: This is set to either Call or Answer, depending on whether you are initiating the call or receiving it. If only one computer has a Warcraft II: Battle.net Edition CD, it should be the Calling computer.

COM: IBM-PC only. This is the port number through which your modem is connected.

IRQ: IBM-PC only. This is the interrupt request line, and is usually 3 for COM 2 & 4, and 4 for COM 1 & 3. The modem's IRQ cannot be in use by any other devices, such as the mouse.

Port: Macintosh only. Set to indicate whether the modem is connected to the Macintosh modem port or printer port.

Connect: This connects the two computers. The prompt **Waiting for response** will appear until your computers are connected. Should there be problems connecting, choose Cancel, Join and retry your connection.

Modem Setup

If you are unsure of any of these settings, please consult the owners manual for your modem.

Clear: This is the command line that your computer will issue to the modem when you want to clear your modem line.

Init: This is the command line that your computer will issue to the modem to initiate a connection to another computer. For the most reliable connection, you should use an initialization string that disables data compression and error control.

Hang up: This is the command line that your computer will issue to the modem when you are through with your connection.

Tone or Pulse: This is the type of dialing system your modem uses.

IPX Network
Supports 2 to 8 Players

Requirements: All computers must be connected to an IPX compatible network. Windows users can use Windows' built-in IPX protocol support by going to their Network control panel and enabling IPX/SPX, NetBEUI, and NetBIOS. Macintosh users need to configure their system using the MacIPX control panel.

Current Games: This is a list of games currently available to join into, located on the network.

Join Game: This allows you to join into the game that you have selected.

Create Game: This allows you to create a game for others to join. You must have the Warcraft II: Battle.net Edition CD in your CD-ROM drive to create a game.

Mac TCP/IP
Macintosh only

Supports up to 8 Players

Requirements: Up to 8 computers connected via a TCP/IP connection over the Internet

IP Address: To join a game that someone else has created, enter the IP address of their system here.

Create Game: Select this to be the game creator. You must have the Warcraft II: Battle.met Edition CD in your CD-ROM drive to create a game.
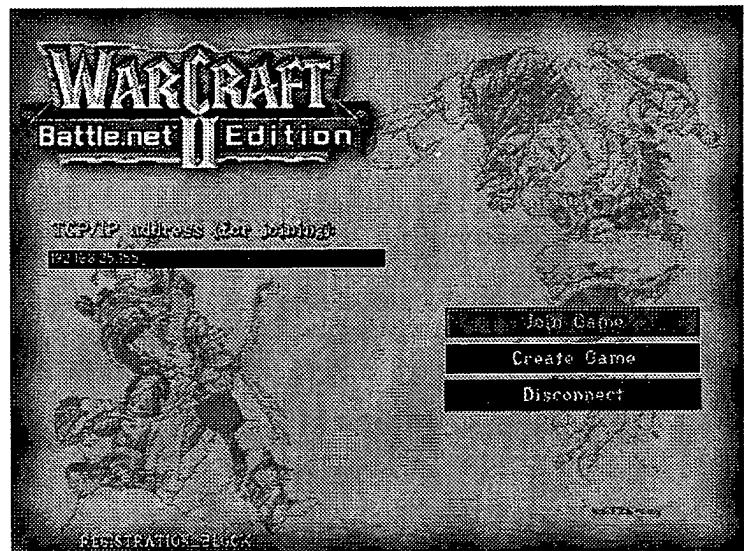
Join Game: Click on Join Game after entering the IP address of the game creator in the IP Address box.

AppleTalk
Macintosh only

Supports up to 8 Players

Requirements: Up to 8 computers connected via a LocalTalk or Ethernet AppleTalk network.

Current AppleTalk Games: This is a list of games currently available to join into, located on the AppleTalk network.

Select Zone: If your AppleTalk network has multiple zones, click on Select Zone and choose the zone that you wish to search for a game on.

Join Game: This allows you to join the game that you have selected.
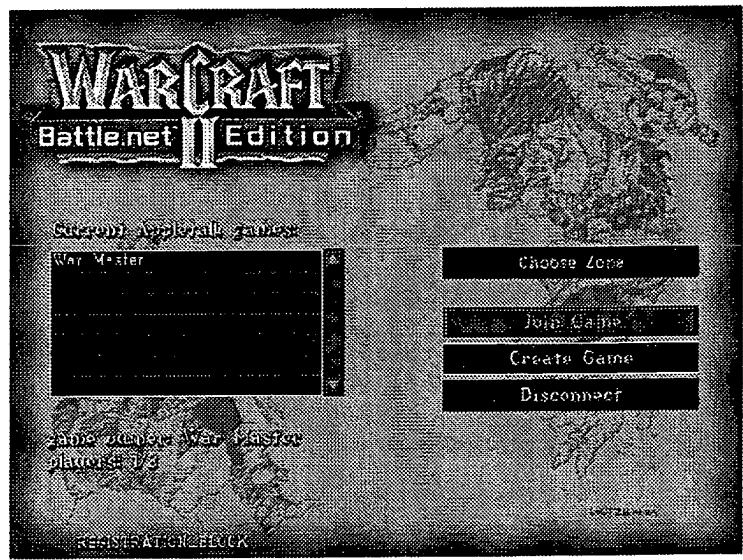
Create Game: This allows you to create a game for others to join. You must have the Warcraft II: Battle.net Edition CD in your CD-ROM drive to create a game.

THE MULTIPLAYER SETUP SCREEN

If you have joined a multiplayer game, rather than creating one, the only option you can set is your race. Once you have picked your race, click on the "**Ready**" box to the left of your name to indicate that you are ready to play.

If you are the Creator of this game, your name appears in the top player position. You have the option to leave the other slots available for other players, make them computer players or close them (thus reducing the number of possible players for a game).

Your Race: You may choose to play either Human or Orc.

Fog of War: You may choose to have this feature either On or Off.

Cheat Codes: You may choose to have these either Allowed or Disabled.

Starting Resources: You may choose to use the Map Default, or reset these for being either Low, Medium or High

Starting Locations: You may choose to have these be issued at Random, or to use the Fixed Locations as defined in the game map.

Map Tileset: You may choose to use the Map Default, or reset the map to either the Forest, Winter, Wasteland or Orc Swamp settings.

Starting Units: You may choose to use the Map Default or begin with One Peasant Only.

Select Scenario

Type: You may use either a Built-in scenario, or load a Saved Game or a Custom Scenario.

Players: This changes which maps are displayed, according to the number of players the map can support

Map Size: This shows you the available maps for Any Size, or specifically for 32x32, 64x64, 96x96 and 128x128.

Map listing: This is the area to select what map to play on, with the name of the map, the map size and possible number of players being displayed in the lower left of the screen.

Type: You may use either a Built-in scenario, or load a Saved Game or a Custom Scenario.

Starting the Game:

You cannot start the game until all of the other players have clicked on the "**Ready**" box to the left of their name. Once all the players are ready, the Start Game button will light up.
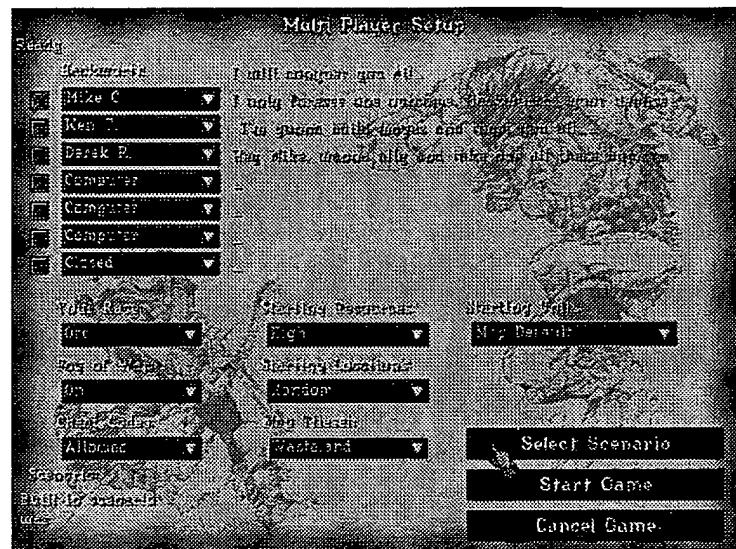
MULTIPLAYER COMMANDS

To send messages to opponents during multiplayer games, press [Enter], type in your message and press [Enter] again to send it. To toggle which opponents receive your messages during multiplayer games, click the Messages icon near the top right of the screen.

To toggle which players are your allies, click the Allies icon near the top right of the screen. Your units will not attack Allies, even if the Allied units attack them. Marking Allied Victory indicates that you want the scenario to end when all of your non-Allied opponents are destroyed. All Allies on a side need to select the Allied Victory option for it to be enabled.

During multiplayer games, clicking the Menu Button does not pause the game. Click the pause button to pause the game. In a multiplayer game, each player is limited to three pauses, so use them wisely.

MULTIPLAYER GAME TEMPLATES

Warcraft II: Battle.net Edition also offers different multi-player game templates to present further variations in gameplay. These templates are:

Melee - This is the normal method of play. Normal strategy with the option to ally if you should desire to.

Free For All - Every man for himself. No allying option.

One on One- Just like it sounds, Two player head to head action.

Top vs. Bottom- This game type is designed to go with maps that are designed for team combat. It automatically allies players that are in the same starting area, so that instant cooperation can be achieved.

Use Map Settings- For specially designed scenario maps with preset settings, be sure to use this game template.

Ladder- When you play games of this type, the outcome is automatically logged on Battle.net and recorded for public ranking. These games can only be played on Blizzard approved Ladder Maps and you must accumulate ten wins in standard Battle.net games to be eligible for Ladder games.

OPTIONS & PREFERENCES

Sound Options

Music Volume, Digital Volume

These set the different volume levels for music and sounds.

Unit Speech On

This selects whether the units will inform you of events happening in their vicinity, such as being approached or attacked.

Unit Acknowledgments on

This selects whether the units will verbally acknowledge commands or not.

Building Sounds On

This selects whether the buildings will respond to mouse clicks with sounds or not.
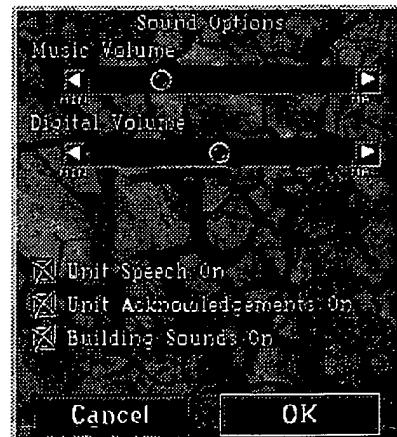
Mouse Interface and Preferences

Warcraft I Style

This sets your keyboard and mouse commands to function in the same manner as Warcraft I. Differences include automatic centering on the Mini Map and Command Map with the use of the right mouse button, and the loss of the Automatic Commands function through the use of the right mouse button or **command** key (⌘) on the Macintosh.

Warcraft II Style

This sets your keyboard and mouse commands to function with the *Warcraft II: BNE* interface. Differences include the use of Automatic Commands through the use of the right mouse button, and the loss of automatic centering on the Mini Map and Command Map with the use of the right mouse button or **command** key (⌘) on the Macintosh.

Preferences

Mouse Interface:
- ○ Warcraft II Style
- ○ Warcraft I Style

Fog of War:
- ○ On
- ○ Off

Minimap Mode:
- ○ Terrain Info On
- ○ Terrain Info Off

Cancel   OK

Fog of War

This allows the player to choose whether or not to use the Fog of War. If a scenario doesn't seem to end when you've completed the mission objectives, you might try turning off the Fog of War to see if there are any enemy units hiding where you can't see them.

Minimap Mode

These buttons let the player choose the background of the game's interface minimap. You can either display unit and building positions with terrain features or simply unit and building positions with a black background.

SPAWNING

It is possible to play Warcraft II: Battle.net Edition with your friends, even if they have not yet purchased the game. You can install a "spawned" copy of the game on to their computer using your CD-ROM. Your friends will then be able to join multi-player games that you have created and enjoy all the features of the Warcraft II: Battle.net Edition multi-player experience, but they will not be able to play the single player missions or create multi-player games of their own. You can play games with up to 7 opponents off of your single CD-ROM in this manner.

To install a "spawned" copy, simply insert your CD-ROM in their drive and select the "Install Spawn" option. When it has finished installing, replace the CD-ROM in your computer's drive, and start a game
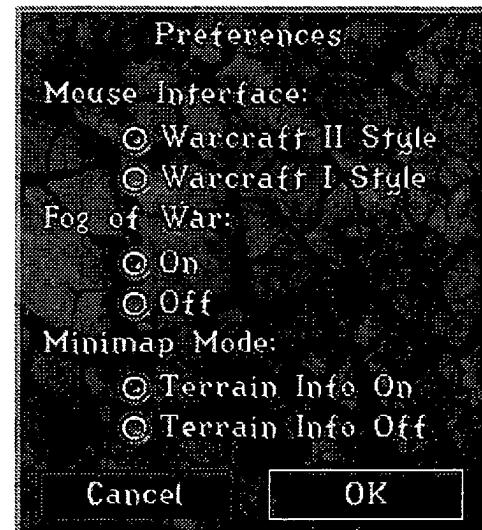
THE MAP EDITOR

The editor included with Warcraft II: Battle.net Edition allows Windows 95 and Macintosh users to create their own scenarios by editing the map, units, and even sound effects. Custom scenarios are called PUDs, and can be exchanged from system to system.

Detailed help files are available in the map editor. This section is intended to provide an overview of the features available. When you first open the map editor, it defaults to a Large (128x128) map using the Forest terrain set. The menus available are as follows:

File
New: This starts you in a new, blank PUD.

Open: This allows you to select a PUD file that you wish to edit.

Save: This saves the PUD that you are currently editing.

Save As: This allows you to save your PUD under a different name or location.

Exit/Quit: This leaves the map editor. You will be prompted to save your current PUD file if you have made any changes to it.

Edit
Delete: This deletes any items that are currently selected.

View
Toolbar: This toggles the Toolbar off and on. The Toolbar contains shortcut icons for the most commonly used commands.

Status Bar: This toggles the status bar at the bottom of the screen on and off.

Animate: This option is only available if your display is set to 256 colors. It animates the water and other terrain features on the map to show you how they will look.

Mini Map: This displays or hides the mini map.

Tools

Select: This switches the cursor to select mode, which allows you to get information on and edit items that are already placed on the map.

Map Brush: This allows you to change the brush size, and the type of terrain that it will "paint" on the map.

Human/Orc Start Location and Units: Select the unit type that you want to place on the map. A Start location needs to be set for each player that can be human controlled.

Gold Mine/Oil Patch/Critter/Circle of Power/Dark Portal/Runestone: These are all map features that are not directly controlled by any player. Note that the Circle of Power and the Dark Portal do not affect the Scenario Objective of a custom scenario. To change the amount of gold or oil in a mine or oil patch, right click on the mine/oil patch (⌘-click on the Macintosh) and enter a resource amount in the dialog box that appears.
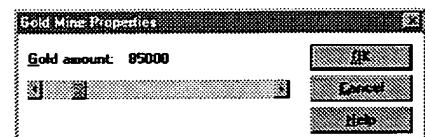
NPCs: This allows you to place any of the Legendary Heroes from Warcraft II. Generally, you want to make them a rescuable unit of a different color to differentiate them during a game.

Player

Player 1-8: This is for switching between the different player's units that you are placing. If you have a unit selected when you switch to another player, that unit will change ownership.

Map Properties: This brings up a dialog box that allows you to change the map terrain type and add a brief description.

Player Properties: The Player Properties screen allows you to set the race, default controller (human or computer) and A.I. scheme used for each player. The A.I. scheme does not affect human-controlled units. The different schemes that are available are:
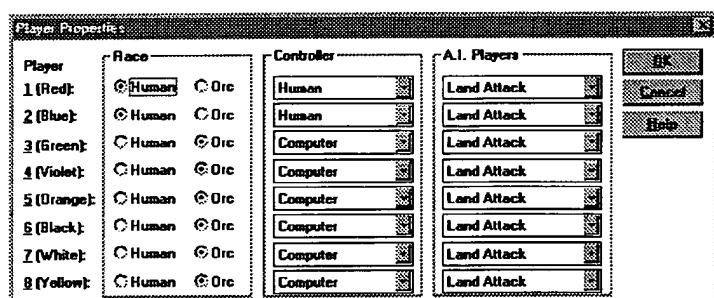
Land Attack: The computer will concentrate on building up a sizeable army of ground troops. While it will not build any transports or other ships, it will use any that it starts with.

Air Attack: The computer will build a minimal ground defense, and concentrate on air units and air defences, such as guard towers and archers/axe throwers. This scheme requires a lot of resources to be effective.

Sea Attack: The computer will focus on building up a large and varied navy, with only a minimal number of ground troops for defending its town. This scheme also requires a large amount of resources to be effective.

Starting Conditions: This allows you to change the starting resources for each player. You should generally start each player out with enough gold and lumber to build a town hall.

Unit Properties: Using the Unit Properties screen, you can change the combat variables for each of the units in the game. Any changes affect all players. Note that if you change the default values, you should uncheck the "**Use Default Data**" box. The adjustable ratings are:

Visible Range: This is how far the unit can see.

Hit Points: This is how much damage the unit can take before dying.

Magic Points: This toggle is not currently enabled.

	Footman	Grunt	Peasant	Peon	Ballista
Visible Range:	4	4	4	4	9
Hit Points:	60	60	30	30	110
Magic Points:	0	0	0	0	0
Build Time:	60	60	45	45	250
Gold Cost:	600	600	400	400	900
Lumber Cost:	0	0	0	0	300
Oil Cost:	0	0	0	0	0
Attack Range:	1	1	1	1	8
Armor:	2	2	0	0	0
Basic Damage:	6	6	3	3	80
Piercing Damage:	3	3	2	2	0

Build Time: This is how long it takes to build this particular unit.

Gold Cost: The amount of gold required to build this unit.

Lumber Cost: The amount of lumber required to build this unit.

Oil Cost: The amount of oil required to build this unit. In land based sceanrios, you can set a unit's oil cost higher to restrict the number that can be built.

Attack Range: This is the distance that the unit can reach with its attacks. Note that a unit that normally can only attack in hand-to-hand combat can be given a higher range.

Armor: This is how much damage the unit's armor absorbs with each attack.

Basic Damage: This is the maximum amount of damage that the unit deals with each attack.

Piercing Damage: This is the value that determines how much damage the unit always does with each attack, regardless of the opponent's armor.

Damage in combat is determined by subtracting the target's Armor from the attacking unit's Basic Damage, and then adding in the attacking unit's Piercing Damage. The attacking unit has a chance of doing either full damage or half damage with each attack.

Example: A Footman and an Ogre are engaged in combat. If neither unit has upgraded weapons or armor, the Ogre will deal (8 Basic Damage minus 2 Armor, plus 4 Piercing Damage) either 5 or 10 points of damage with each attack, while the Footman will do only (6 Basic Damage minus 4 Armor, plus 3 Piercing Damage) 3 or 5 points of damage with each attack. If the Footman was completely upgraded, it would only take 3-6 damage per attack and would do 5-9 points of damage to the Ogre with each attack.

Help
The map editor has extensive help files which provide more detail on each of the individual unit properties and settings.

Tips & Techniques

- Place the Start Location for each player right next to their initial units.
- Each player should start out with a town hall or have enough resources to build one.
- Make sure that each side has enough resources to fight effectively. Computer opponents that are set for Sea Attack or Air Attack need a lot of gold and lumber.
- Keep plenty of space between preplaced buildings, to give the computer room to expand.
- Make sure that all computer controlled players have clear paths to resources and other players to keep troops from "hanging up" on obstacles.
- A human player can be given computer controlled allies by placing "Active Rescue" units on the map. The units that start on the map can be rescued by any human player, but once new structures are built by the rescuable player, they are completely under the control of the computer.
- A player can be "handicapped" by changing the distance to gold mines, starting resources, or initial units. Having one extra peon at the beginning of the game can make a significant difference.
- For a challenge, try fighting against one of each of the different computer A.I. schemes on the same map.

The Sound Utility

Warcraft II: Battle.net Edition includes a untility that extracts the sounds from the game and makes them available for you to edit or change. For instructions on how to use this utility, please refer to the sound utility's help file.
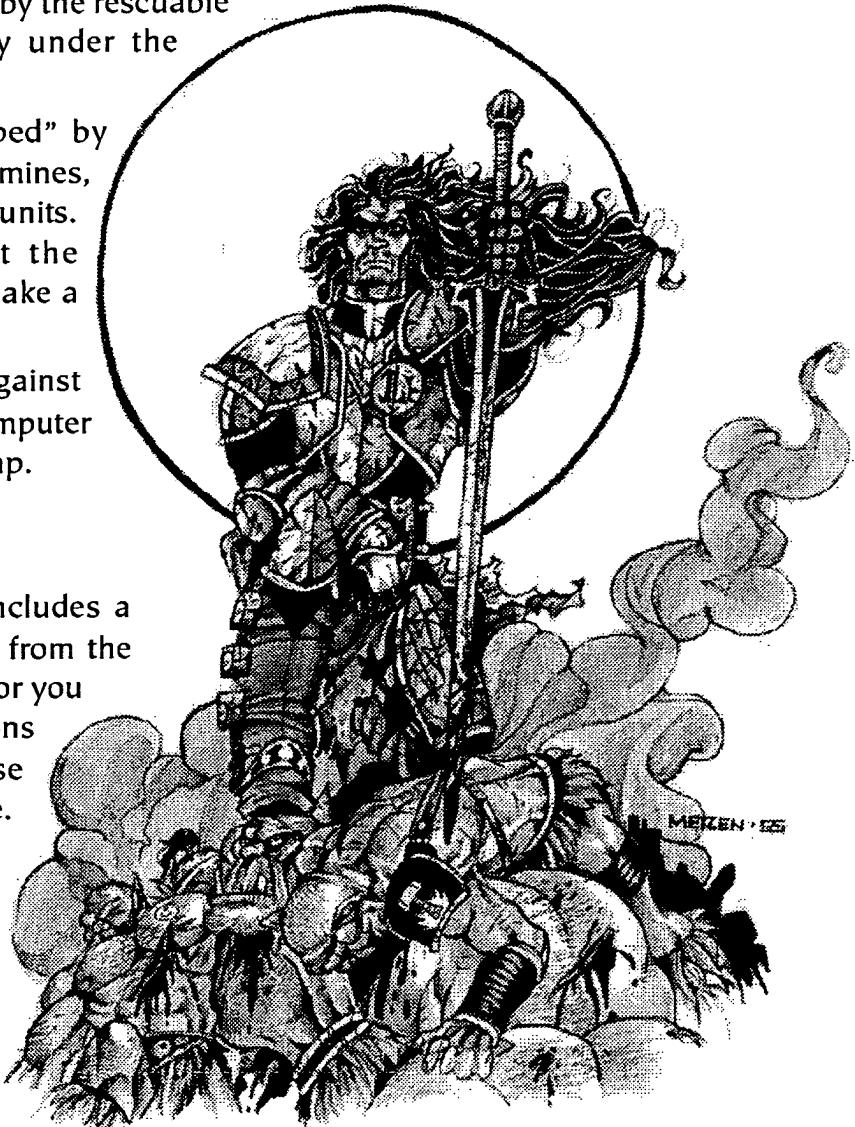
Legends of the Land (Azeroth)

Sir Anduin Lothar

Sired and raised in the Kingdom of Azeroth, Anduin Lothar has spent well-nigh all of his fifty-seven years in service to the lands he calls home. A proud and noble warrior, Lothar was accredited a position within the King's Honor Guard at a considerably early age. After becoming a Knight and rising to the position of Armsman to the Brotherhood of the Horse, he undertook a quest to seek out the Tome of Divinity - a task which all but killed him. Upon returning the sacred writings to the Clerics of Northshire, Sir Lothar led the armies of Azeroth into battle against the Orcish Horde. As the Horde ultimately ravaged the Kingdom of Azeroth and killed its advocate, King Llane, Lothar rallied his countrymen and charted their retreat across the Great Sea - and onto the shores of Lordaeron.
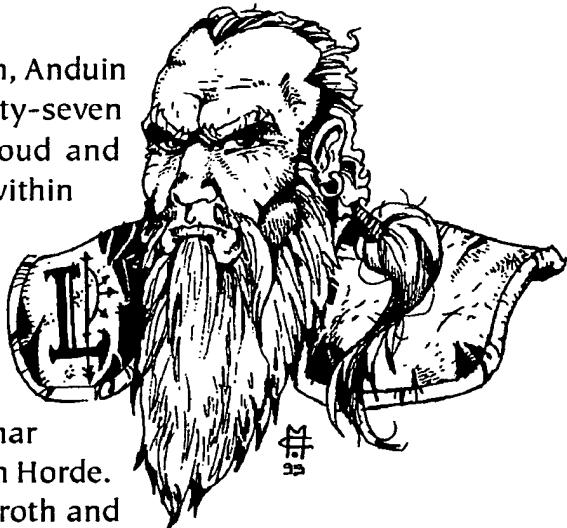
In recognition of his services to his people, Sir Lothar was given the title of Regent Lord of Azeroth. As commander of all land and air forces within the Alliance, Lothar has made a solemn pledge to avenge both King and comrades by vanquishing the Orcish Horde once and for all.

Gul'dan

Gul'dan - Warlock of the Inner Circle and Destroyer of Dreams - is the true mastermind behind not only the inner workings of the Horde, but those of the secretive Shadow Council as well. Trained in the arts arcane by the Daemon Kil'jaeden, Gul'dan is perhaps the most powerful Warlock ever to walk the temporal plane. Obsessed with discovering the legendary Tomb of Sargeras, he hopes to obtain ultimate power by deciphering the secrets ascribed by the Daemonlord since times long forgotten. Gul'dan has used his magiks to bring into being a host of servants for the Horde. Necrolytes, Ogre-Magi, and the dread Death Knights are all results of his endless experiments with the forces of magic. Although his spawn of his work have strengthened the Horde, the true loyalties of Gul'dan lie only with himself and his quest to become omnipotent.
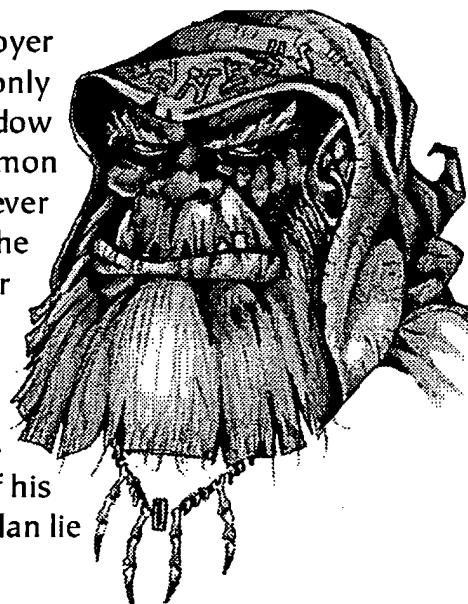
Sire Uther Lightbringer

Apprentice to the aged Archbishop Alonsus Faol who was the leader of the Holy Order of Northshire Clerics that guided the kingdom of Azeroth during the First War, Uther Lightbringer learned first hand that faith alone would not defeat the terrible Horde. Many of the Clerics were slain during the First War, and so the Archbishop devoted himself to rebuilding the Order as to provide the citizens of Lordaeron with hope and faith. Knowing that this war with the unholy Orcs could not end soon, Uther discerned that the Archbishop's new Order must be able to defend the people as well as heal them. Thus, young Uther took up sword and shield and issued the call to the most pious amongst the Knights of Lordaeron. Many great Knights heeded Uther's beckoning and joined the Order which became known as the Knights of the Silver Hand. With the strength of arms - and faith - possessed by these Paladins, Uther hopes to bear witness to the free people of the Northlands that the Orcish Horde can be cast back into the stygian pits that spawned them.
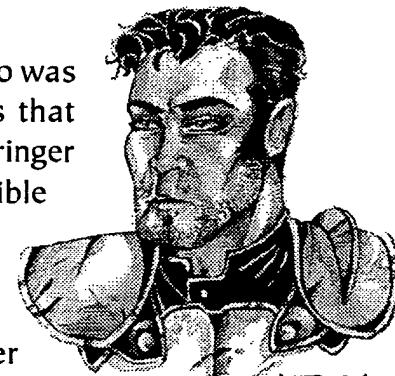
METZEN · 95

Cho'gall

Initiate of the fifth circle of the Shadow Council and Chieftain of the Twilight's Hammer clan, Cho'gall is one of the grimmest and most respected leaders within the Horde. Cho'gall was the first of the Ogre-Magi, having tutored himself in magic before the Horde's passing into Azeroth. Cho'gall has a special loyalty to Gul'dan who helped the struggling yet determined ogre to master the arcane energies of the Twisting Nether. Cho'gall is a firm believer in his clan's sacred mission to bring oblivion to all peoples of the far-realms.
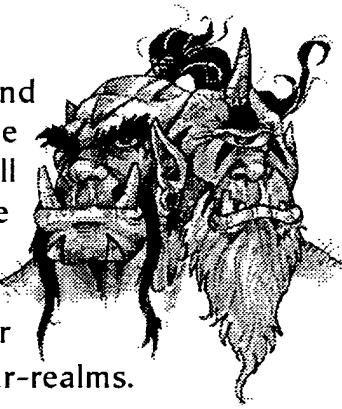
METZEN · 95

Zuljin

The feared, rogue Troll known as Zuljin has gained a great amount of notoriety over the years. Known best for his daring raids on guarded Elven villages, Zuljin brought together many of the nomadic Troll warparties and forged them into an intimidating fighting force. The Trolls revere Zuljin and follow his leadership unconditionally. When approached by Doomhammer about joining up with the Horde, Zuljin initially declined. But with the increased tensions between the Trolls and Elves due to the coming war, Zuljin knows that only an alliance with the Orcs will save his people.

METZEN · 95

Creatures of the Land

DAEMONS

Daemons are the ancient and corrupt denizens of the lower planes. These winged creatures of fire are legendary for their fondness of destruction and brutal cruelty. Daemons harbor a lustful hatred for all mortals and hunger for any chance to bring pain and death upon them. It is rumored that Gul'dan has entered into a pact with a sect of Daemons loyal to the Daemonlord Sargeras who are willing to aid the Warlock in finding their master's Tomb.

THE UNDEAD

These unfortunate warriors gave their lives in battle only to be brought back into soulless servitude by arcane Orc magiks to fight for the Horde. Rising up from the battlefield, the Undead tirelessly hack and slash at their terrified enemies. These skeletal horrors retain none of the personality or emotions that permeated their living bodies and thus will do their master's bidding until they are destroyed. Only mortal creatures such as the Humans, Elves, Orcs, Trolls, and Ogres can be bound by these dark powers and be remade into the Undead.

Resources of the Land

GOLD

Mined from the rich earth of Azeroth and Lordaeron, this precious metal is commonly used in exchange for goods and services. As a rare substance that is always in short supply, Gold must be dug out from the rock and soil within established Gold Mines. Many of these Mines were abandoned when the Orc raids began and the workers fled for their very lives. Since the beginning of the War, these sites are frequently operated while under the protection of military forces.

LUMBER

Harvested from the abundant forests that inhabit all but a few regions in the realm, the uses for Lumber are nearly infinite. Once a tree has been felled and returned to the community, it is processed and made ready for use as Lumber. Craftsman then use this material to build many different structures and ships, as well as certain weapons and machines of war. Lumber may also be used in the research and construction of strange new devices — or by those adept in the arcane arts to aid with their magical studies.
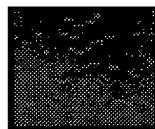
OIL

Large pools of this highly flammable substance are found far beneath the surface of the sea. Special Platforms must be constructed in order to drill deep enough into the ocean floor to get at this sticky, black substance. Dark oily patches, created by small geysers that form on the ocean floor and spew modest amounts of oil the into the surrounding waters, serve as a beacon to Oil Tankers hunting for the rich black liquid. Although Oil is commonly used in the construction and powering of ships, it has been utilized in the development of both experimental flying craft and extremely powerful weapons.

Places of Mystery

The Runestone at Caer Darrow

The Runestone was an ancient monolith erected by the Elven Druids and inscribed with powerful runes of protection and warding. The Runestone, seized by Gul'dan and his Ogres, was eventually hewn into slates that were then used to construct the Altars of Storms. The Elves, knowing that their sacred artifact had been defiled to create the Ogre-Magi, have sworn to destroy all of the unholy Altars across the kingdom.

The Tomb of Sargeras

Buried beneath the Great Sea for over one thousand years, the ancient Tomb of Sargeras waits to be discovered by any foolish enough to pursue its secrets. The Tomb is rumored to house the remains of the ancient Daemonlord Sargeras, defeated in a contest of arcane mastery by the legendary Guardian Aegwyn. The sorcerer Medivh - scion of Aegwyn - promised to divulge the location of the Tomb to Gul'dan in exchange for the destruction of Azeroth. Before Medivh could do so, his tower was invaded and he was slain by the warriors of Azeroth. Gul'dan, believing that the Tomb contains power absolute, hopes to find and claim it as his own. Success may indeed make him a living god.

The Portal

Encircled by a ring of towering obsidian stones, the Portal stands some fifty feet above the marshy ground of the Black Morass. Being the original gateway to Azeroth that was opened by the wizard Medivh before the First War, its constant use has increased it in both size and power. It serves as a passage to untold numbers of Orc and Ogre warriors, reinforcing the Horde's already overflowing ranks. The lands around the Portal that were once dead swamps have been transformed into barren soil the color of blood and are now teeming with strange, demonic beasts. This dark perversion of the land is steadily spreading across the continent of Azeroth and threatens to consume the entire world.

Map design by Stu Rose and Chris Metzen

METZEN · 98
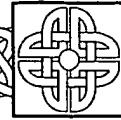
A Brief History of the Fall of Azeroth

(as told by the Matriarch of Tirisfal)
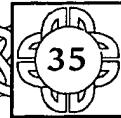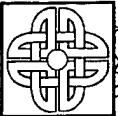
y name is Aegwyn, and for over one thousand years I have wandered the realms of this world and endeavored to safeguard the peoples of its lands against the ethereal powers of the *Great Dark Beyond*. I have seen mighty kingdoms rise and fall. I have witnessed the deeds of high nobility and the lowliest of rabble both conspire to define the destiny of mankind.

It has been only recently that I have, regrettably, become directly involved in the matters of men. For countless ages it has been the charge of my Order to shelter and protect mortal man from the mysteries of the *Great Dark*, and the palpable, heinous evils of the realms beyond. To battle these dark forces of the Twisting Nether we were given considerable power. and longevity rivaling that of even the ancient Elves. With this power came one grave burden - The Guardian must not interfere with the affairs of men until the time comes when a successor must be chosen and the mantle of guardianship is passed to another.

Thus did I - Aegwyn, last Guardian of the Order of Tirisfal - judge that my time had come. Forty-two winters had passed since I first came to the kingdom of Azeroth in search of the Conjurer Nielas Aran. It was he whom I had chosen to sire the heir of my powers. Nielas was exceptionally talented in the simple conjurative magiks of men, and I believed that he would be the perfect mortal father for my child... and so he was....

I gave birth to a son and named him Medivh - or "Keeper of Secrets" in the ancient tongue of the Elves - in the fall of the year 559. I transferred all of my knowledge and power into the infant, locking it deeply within him to manifest itself only when he reached physical maturity. Believing that my work on this world was done and seeing that my son would be cared for by Nielas' people, I wandered across the fields of time, preparing myself for the passing.

I kept a distant, watchful eye on my son for much of his young life. I was assured that the deep-seeded altruism of Tirisfal would guide him in his trials and temper his heart and mind as to make him worthy of the Guardianship that was, I believed, his destiny.

On the eve of the marking of his thirteenth birthday, the power locked deep inside of my son awakened. Unable to deal with the raw, cosmic energies surging inside him, Medivh suffered a massive psychic trauma. He was pacified by the good Clerics of the Northshire. They removed the youth to their sacred Abbey and for six years tended to his all but comatose body.

Eventually, Medivh awakened from his sleep seemingly in full control of his faculties and powers. Yet, underneath the confident and almost arrogant facade, I somehow knew that my son had become malevolent and corrupt. The wisdom and power that was his birthright had been perverted by distant forces within the Twisting Nether, altering the Human part of his soul and marking him with its evil touch forever.
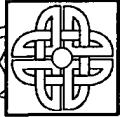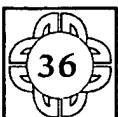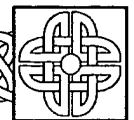
It was not until the first wave of those wretched creatures known as the Orcs thundered through the dark rift that I realized how incredibly dangerous my son had become...

With his mastery over the arcane energies increasing almost by the moment, Medivh had set out to probe the extent of his ability to manipulate the world around him. Delving into the forbidden arts of Necromancy, Medivh began to unravel the mysteries of life and death. He took to consorting with Daemons from the lower planes, using their powers to augment his own. His hunger for power became stronger, and with every minor success Medivh fell ever deeper into the dark abyss of madness. He traveled far throughout the astral plane, exploring the infinite secrets of the *Great Dark Beyond*. It was then, in the midst of swirling chaotic hallucinations, that Medivh first encountered a world beyond his own and captured a glimpse of the aberrant, murderous denizens of that place.

Here at last, was the tool that Medivh had been searching for...

Desirous of complete dominion over Azeroth, Medivh used the insights gained from the knowledge of Tirisfal to strike a bargain with Gul'dan the Warlock - the mightiest of the rulers on the dark, red world that haunted Medivh's visions. Communicating through deep trances and astral projection, Medivh told Gul'dan of an ancient tomb lost beneath the north sea that contained power beyond imagination. It was to this tomb that I had banished the ancient Daemonlord Sargeras after a long and exhausting battle eight hundred years before. Even I cannot say whether or not the power of Sargeras remains entombed there. The promise of incredible power tapped from a true monarch of the underworld was enough to make the insatiable Gul'dan agree to do Medivh's bidding.

Medivh agreed to furnish the location of the Tomb of Sargeras to Gul'dan as well as an entire world to conquer. In exchange for this gift, Medivh required the total destruction of the only force he believed capable of contending his ascendancy to power - the great Kingdom of Azeroth.

Thus, in the year 583, the first of Medivh's unnatural Portals was opened between the world of Azeroth and the red world of the Orcs. Although the time of my passing had drawn near, I traveled to Medivh's mystic tower to reason with him and attempt to dissuade him from a path that would surely lead to his own destruction. The power that was once of Tirisfal had become so twisted inside him that my pleas seemed as nothing. I fought with what energy remained in my weakened body, but having given all of my powers to him so long ago, I was easily defeated and banished from his sight.

The arrival of Gul'dan and the Horde War Chief Blackhand heralded a war that tore the realm of Azeroth asunder for nearly five years. The once rich lands of the kingdom were razed and
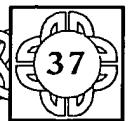
left fallow by the merciless Orc armies. And yet, for all of his craft and guile, Medivh did not survive to see his plans come to fruition. My son was killed by a bold Azerothien raiding party who broke into his tower and slew him in the very room where he first made contact with the minions of the Horde. Even the great War Chief Blackhand was eventually destroyed as his ultimate victory drew near, betrayed by his servant Orgrim Doomhammer.

The greatest loss to the peoples of Azeroth came when King Llane, their benevolent and just ruler, was killed as Stormwind Keep fell under the siege and was overthrown by the Orcish Hordes. Only the valiant leadership of Anduin Lothar, Knight errant in the Brotherhood of the Horse and a hero in the war, allowed the survivors of Azeroth to escape from their decimated homeland with their lives.

Even with Medivh and his vile magiks gone, the Portal continued to channel hundreds of Orcs into the Human lands every day. With the death of Blackhand, Orgrim was quick to seize control over the Blackrock clan - the most powerful Orcish force on Azeroth. While others still vie for supremacy over the rest of the scattered Orc clans, Gul'dan, the infamous Warlock and chieftain of the Stormreaver clan, is rumored to be amassing a great navy to find the legendary Tomb of Sargeras for himself. Rend and Maim, the barbarous sons of Blackhand, also have secured a strong following amongst the Orcs, and hope to wrest ultimate control of the Horde away from the treacherous Doomhammer.

Although other factions grow stronger within the chaotic Horde, it seems certain that all of the clans will follow Doomhammer's plans to hunt down and destroy the renegade Humans of Azeroth wherever they choose to run...
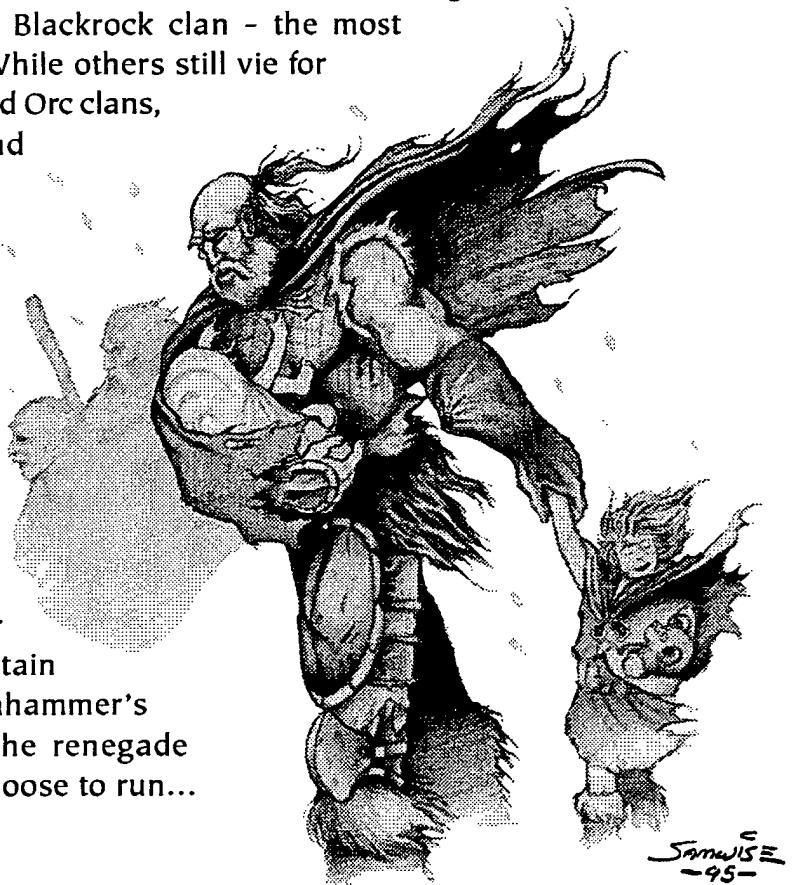
LOTHAR LEADS THE EXODUS
FROM AZEROTH
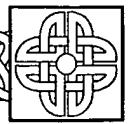
The Alliance of Lordaeron

With the arrival of the Azerothien refugees upon the shores of Lordaeron, King Terenas formed a council of delegates from each of the seven kingdoms under his rule. Recounting terrible tales of destruction and carnage wrought by the Orcish invaders in Azeroth, the Steward Lord Anduin Lothar convinced the sovereign of Lordaeron to unite themselves against this great threat. Despite much quarreling and debate, the lords acquiesced to Lothar and Terenas, and agreed to unite their armies under the general command of Lothar himself. As the shores of Lordearon had already been savaged by small bands of Orc marauders, Lothar found a strong ally in his longtime friend Admiral Daelin Proudmoore of the seaside kingdom of Kul Tiras. Thoras Trollbane, lord of Stromgarde, was also quick to offer his support to this newly forged Alliance, sensing that the time for glorious battle was at hand. These warriors were not the only ones to get ready for battle...

As the holy writ commandeth that the whole armor of rightousness be worn in the war against evil, Alonsus Faol - Abbot of the now destroyed Northshire Abbey - convinced the ecclesiastic ministers of Lordaeron to gird their priests and followers alike with weapons of war. As the guardians took up swords of light to defend the heavens, so must the holy men of earth be prepared to combat the dark tide that was quickly approaching from the south.

From the ancient subterranean halls of Khaz Modan came the stoic Dwarves of Ironforge, reporting that the Orcs had already begun to assault their mountain kingdom. The Dwarves offered their support n arms and ingenious technologies to the Alliance, who in turn assured them that the Orcs would be driven back at all costs.

The reclusive Elves of Silvermoon ventured forth from the shadowy forests of Quel'thalas to offer their services to the Alliance. Their magiks, so closely tied to the forces of the earth, had shown evidence that the Orcs had been defiling the very lands of Lordaeron as part of their sinister plans. The ill-bred prejudice that had existed for eons amongst the three races was put aside, and a bond was formed between these ancient neighbors. This bond would become a force known across the whole of Lordaeron as the Alliance.

Thus, united in arms against a common foe, the Alliance stands upon the shores of destiny and awaits the coming of the Tides of Darkness.
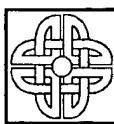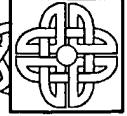
Azeroth

Leader: *Regent Lord Anduin Lothar*

Nation Color: *Blue*

Background: Before the coming of the Age of Chaos when the Portal was first opened, the kingdom of Azeroth was the mightiest of all Human nations. Ruled by the wise and just King Llane, Azeroth stood as a beacon of light and truth throughout the known world. After the First War, Azeroth and all of its lands were devastated by the Horde. With King Llane dead, Sir Lothar took charge of the shattered armies of Azeroth and led the survivors across the Great Sea to the shores of Lordaeron. King Terenas, ruler of Lordaeron, agreed to support the landless Azerothiens. The people of Azeroth settled near the Southshore region of Lordaeron, pledging their loyalty to the Alliance. Battle-hardened and brave, the last of the once great armies of Azeroth now seek retribution for the loss of their homeland.
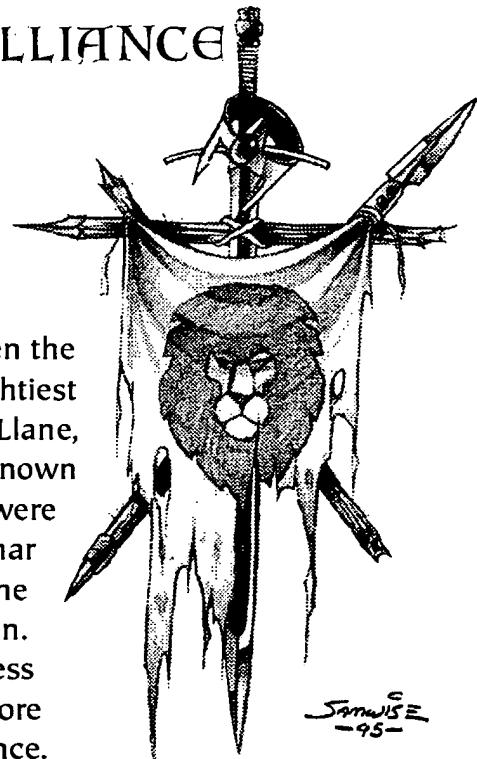
Lordaeron

Leader: *King Terenas*

Nation Color: *White*

Background: Ruled by the benevolent King Terenas, the nation of Lordaeron stands as the last bastion of hope for humanity. The armies of Lordaeron were the first to heed the call to arms issued by Sir Lothar and the people of Azeroth. As patron of the Alliance, King Terenas has assumed the heavy mantle of leadership to protect all who abide in his domain. The armies of Lordaeron are deeply religious and are driven by the belief that humanity must stand steadfast against the blasphemous onslaught of the Horde.
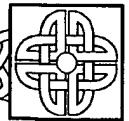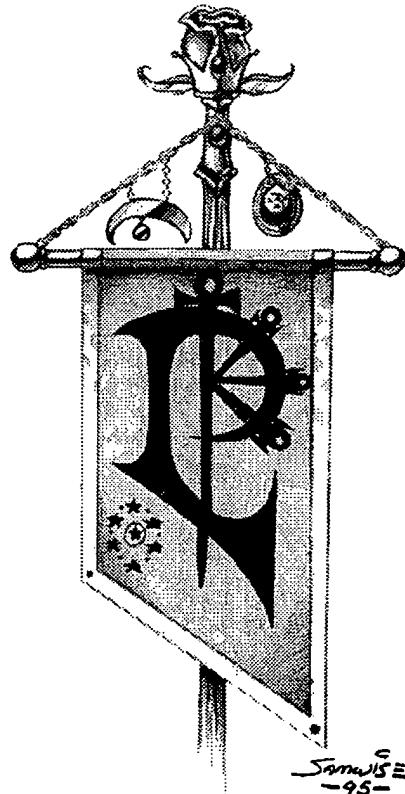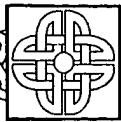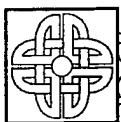
Stromgarde

Leader: *Thoras Trollbane*

Nation Color: *Red*

Background: The kingdom of Stromgarde retains a strict martial philosophy which makes it a highly regarded addition to the Alliance. Situated amongst the foothills of the Alterac Mountains, Stromgarde serves as a sentinel against any invasion across the Orc-controlled borders of Khaz Modan. Possessing a long history of warfare against the Trolls, the warriors of Stromgarde are well prepared to engage in open combat with all enemies of humanity.
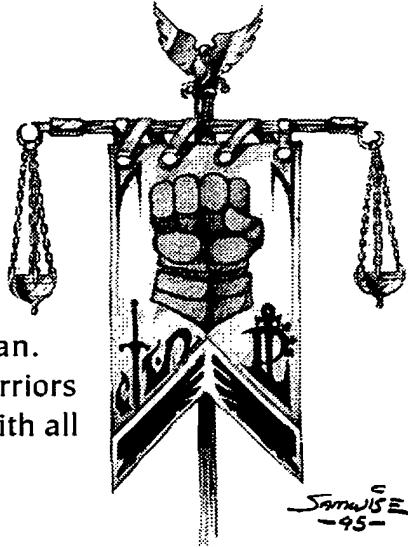
Kul Tiras

Leader: *Lord Admiral Daelin Proudmoore*

Nation Color: *Green*

Background: Before the First War, the far ranging merchant ships of Kul Tiras made it the most prosperous nation in the known world. When the Orcs began to raid the coastal settlements of Lordaeron, Admiral Proudmoore took it upon himself to construct an armada of warships. At the behest of his long time friend Anduin Lothar, Proudmoore has pledged the assistance of his merchant-nation to the Alliance.
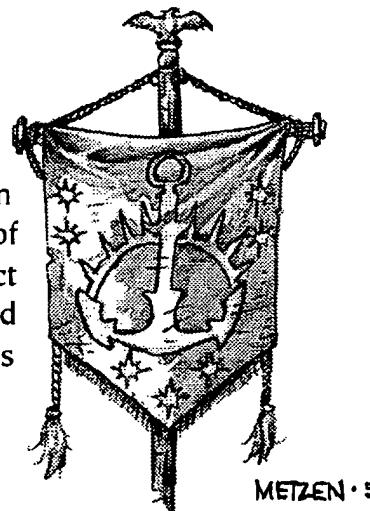
Gilneas

Leader: *Genn Greymane*

Nation Color: *Black*

Background: Despite the impending Orcish invasion, Gilneas has remained separate from the Alliance of Lordaeron. As ruler of one of the strongest Human nations, Genn Greymane is convinced that his own armies can deal with any threat, and has therefore remained unmoved by Lord Lothar's pleas for unity. Despite this apparent disdain for the Alliance, the denizens of Gilneas harbor no fondness for the Orcs or their allies and are prepared to meet them blade for blade.
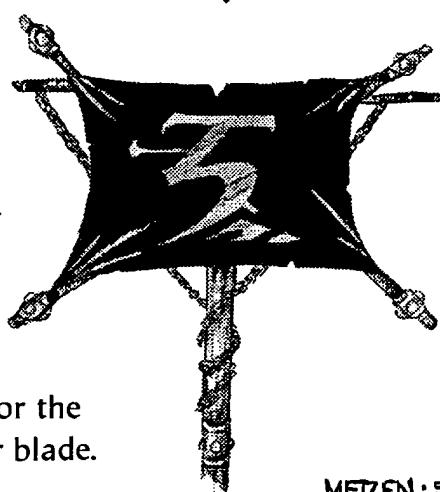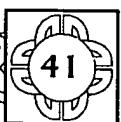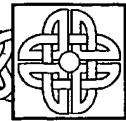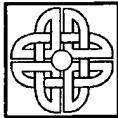
Dalaran

Leader: *The Kirin Tor*

Nation Color: *Violet*

Background: Dalaran is a small, magocratic nation ruled by a conclave of Wizards known as the Kirin Tor. The capital of Dalaran is the Violet Citadel at Cross Island. This nexus of supernatural forces is home to the four great towers that are sanctum to many of the land's greatest sorcerers. The Kirin Tor are strong supporters of the Alliance and to its cause have devoted the knowledge contained within their voluminous libraries as well as the power of their awesome magiks.

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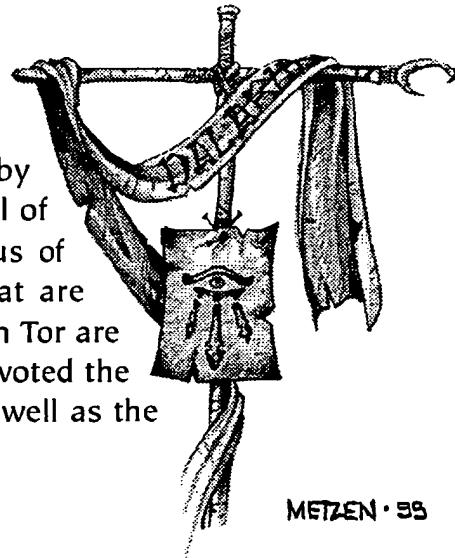
Alterac

Leader: *Lord Perenolde*

Nation Color: *Orange*

Background: Alterac is the weakest of the Human nations and is only a minor contributor of troops and equipment to the Alliance. Although Lord Perenolde praises Lothar and Terenas for their ongoing efforts, he is beset by the fear that when the Horde comes, the Alliance will fail, and only the surrender of his forces and his sovereignty will save the lives of his subjects. Perenolde alone knows whether or not - when the final call to arms is sounded - Alterac will fight for its freedom alongside the other nations of the Alliance.

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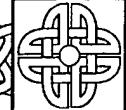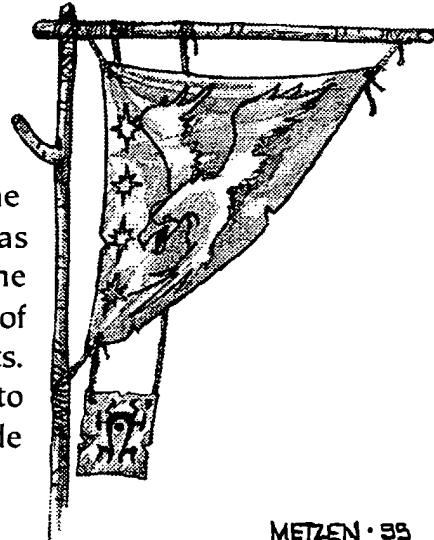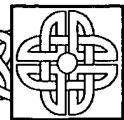
Alliance Ground Units

Peasant

Peasants are trained from the hard-working and stout-hearted citizens that live in the numerous kingdoms of Lordaeron. By mining gold and harvesting lumber to meet the ever-increasing needs of the fighting force which must push back the unrelenting Horde, they are the backbone of the Alliance. Trained not only in the construction and maintenance of the myriad buildings found in every community, but also those necessary to wage war, they take great pride in the invaluable service they provide. Roused by tales of the Orcish atrocities in Azeroth, these Peasants have learned to use both pick and axe for their own defense if threatened.

Footman

Footmen are the initial line of defense against the Horde. Arrayed in hardened steel armor, they courageously wield broadsword and shield in hand-to-hand combat against their vile Orcish foes. The valorous Footmen are ever prepared to heed the call to arms.

Elven Archer

Out of the mysterious forests of Quel'thalas come the Elven Archers to aid the Alliance in its darkest hour. Descendants of the elder race of Lordaeron, these sylvan woodsmen are unmatched in their use of the bow. Unencumbered by helm or heavy armor, Archers are keen of eye and fleet of foot. These Elves have long been embroiled in a bloody conflict with the hated Trolls of Lordaeron and are swift to let loose a rain of arrows upon any foe, including those that attack from the skies above.
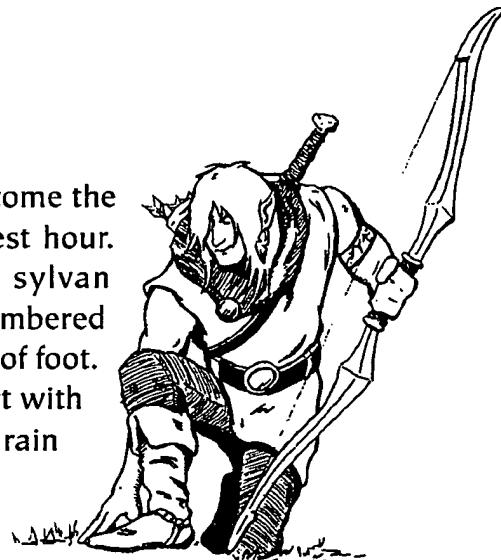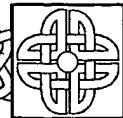
ELVEN RANGER

Rangers are a special cadre of Elven Archers who are intimately bound to the wildlands of Lordaeron. Their pursuit of mastery in Longbow, Marksmanship, and Scouting make them more rugged and even deadlier than their brothers - traits for which they are greatly feared amongst their enemies. These secretive and elite warriors have never involved themselves in the affairs of Humans, but when Horde onslaughts threatened to destroy the Elven homelands, they quickly offered their services to the Alliance. Although their numbers are few, their presence could change the course of the war if they are deployed wisely.

KNIGHT

The Knights of Lordaeron represent the fiercest fighting force in the armies of the Alliance. Protected by suits of heavy armor, they carry mighty warhammers with which to crush all who would threaten the freedom of their lands. Astride great warhorses, these honorable and just warriors serve as a symbol of order to the peoples of Lordaeron in these dark and chaotic times. Having learned of the fate the Knights of Azeroth suffered after the First War, they have sworn to both avenge their fallen brethren and free their homelands from the grip of the Orcish Hordes.

PALADIN

Paladins are a holy order of warriors whose purpose is to defend and shepherd the war-torn populace of Lordaeron. The Archbishop Alonsus Faol perceived that the pious Clerics of Northshire, who suffered such terrible attrition in the First War, were ill-suited for the dangers of combat. Along with many of the surviving Clerics of Northshire, he sought those of only the greatest virtue among the knighthood of Lordaeron and tutored them in the ways of magic. Led by the crusading Uther Lightbringer, it now rests upon these Paladins - christened the Knights of the Silver Hand - to heal the wounds sustained in combat and to restore faith in the promise of freedom from Orcish tyranny.

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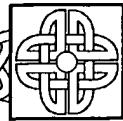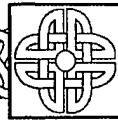
BALLISTA

Ballista launch steel-tipped bolts to impale all in their path. As they require an awesome amount of force to be placed upon their tremendous bowstrings, these machines of war are reinforced with lumber from the precious Ironwood trees. The Ballista, a product of Human design and Elven craftsmanship, is a symbol of the unity between all those who have allied themselves against the Horde. The Dwarves prove to be another valuable ally, in that they may be employed to design improved missiles which make the Ballista the most devastating weapon of the Alliance.
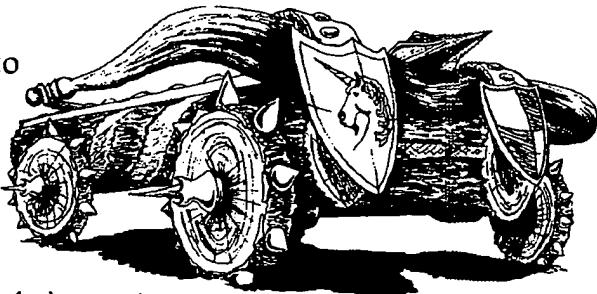
MAGE

Once students of the Conjurers of Azeroth, this new order of Mages have been forced to discover untapped magical forces to command in their war against the ruthless Orcs. Although masters of their arts, the Conjurers who fell during the First War were unprepared for the rigors of warfare. Determined to avoid a similar fate, the Mages have undertaken a regimen equally demanding on body and soul, thus dedicating themselves to the command of more aggressive and destructive magiks. Whether in their sanctum at the Violet Citadel in Dalaran or on the many battlefields of Lordaeron, the Mages are resolute in their efforts to defend the people.
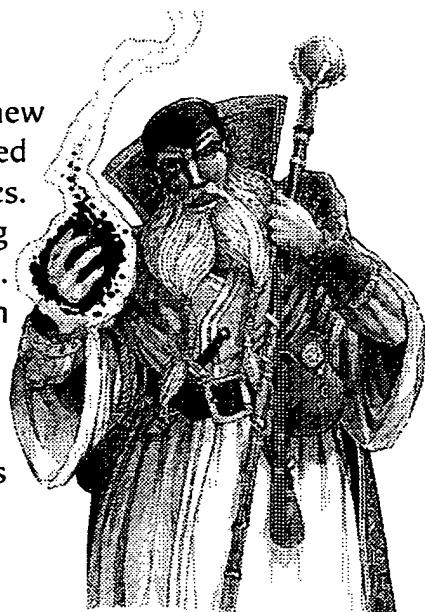
DEMOLITION SQUAD

From the deep, subterranean halls of Khaz Modan, the Dwarven Demolition Squads come to aid the Alliance in their crusade for the liberation of Khaz Modan. As masters in the handling and arming of explosives, these Squads are renowned for their ability to demolish any obstacle - from a mighty wall to a bulwark of solid stone. Reckless and bold, these Dwarves are zealous in their loyalty to the Alliance and would not hesitate to detonate their explosive payload should the situation turn grim...
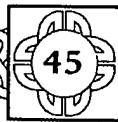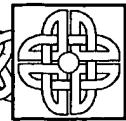
# Alliance Air Units
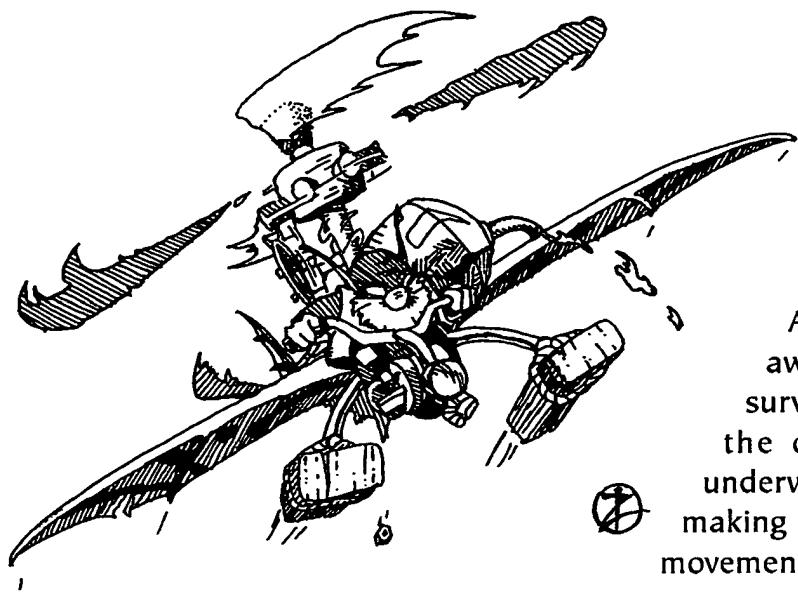
Gnomish Flying Machine

The Gnomes of Khaz Modan have long offset their lack of physical strength with ingenuity and daring. As members of the Alliance, they have continued to display their talents by inventing and piloting the unbelievable Flying Machine. Although having no armaments, these awkward contraptions can be used to survey vast areas of terrain, and detecting the otherwise hidden movements of underwater units (as all flying units can), making them invaluable for discovering the movements of the Horde.

Gryphon Rider

From the ominous and foreboding peaks of Northeron come the Dwarven Gryphon Riders. Mounted upon their legendary beasts and wielding the mystic Stormhammers forged deep within the secret chambers of their Aviaries, these feral Dwarves fear no enemy - and rely upon no friend. They have allied themselves only with the Elves of Quel'thalas, distrusting both their Dwarven cousins and the Humans alike. When the call to battle is sounded, however, they can be counted upon to fight alongside any who oppose the Horde.
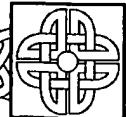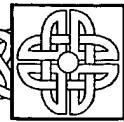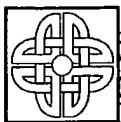
Alliance Naval Units

Oil Tanker

As the only ships which do not require oil be built, Oil Tankers make possible the construction of the Alliance fleet. They are manned by hard working, dependable mariners who search for the rich oil deposits which lie beneath the waves. The crew of every Tanker is skilled in building Oil Platforms and ferrying the oil back to a Shipyard or Oil Refinery where it may be processed and put to use.
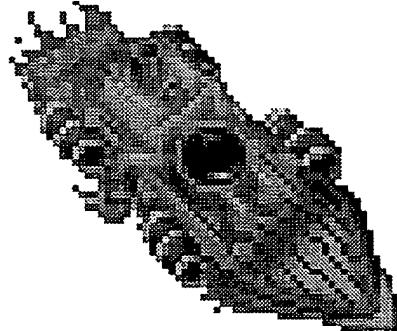
Elven Destroyer

Elven Destroyers are powerful warships from the fleets of Quel'thalas. Crewed with highly-skilled Elven seafarers, these swift-sailing vessels are prepared to engage the enemy wherever they may be found. Elven Destroyers constitute a critical part of the Alliance naval defense force as they can unleash their firepower upon dreaded aerial forces of the Horde.
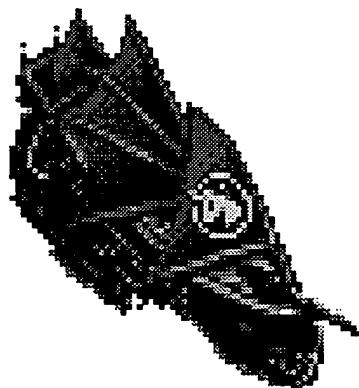
Transport

Transports are a vital part of the Alliance war effort, for it is these sturdy vessels which allow troops to traverse various waterways to engage in battle. Designed to carry and deliver several ground units directly onto the shore, Transports are slow and unarmed, and thus rely upon protection from Destroyers and Battleships.
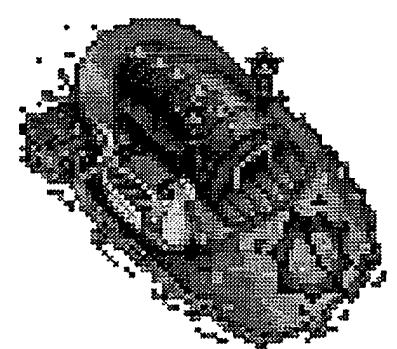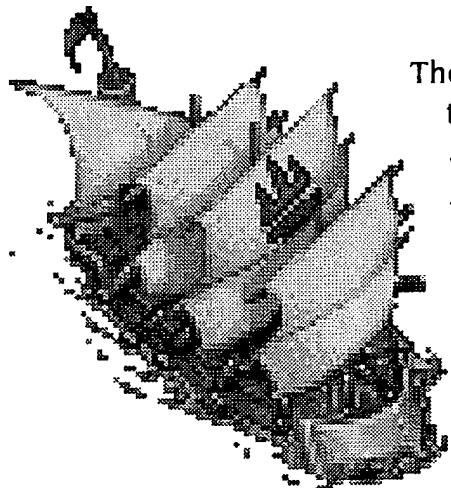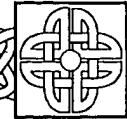
BATTLESHIP

The Alliance relies upon its great Battleships to control the seas. These hulking behemoths possess armor and weaponry far greater than that of any other Alliance vessel. The combination of devastating weaponry and substantial armor that they brandish more than outweigh their somewhat slow speeds in waterborne combat.
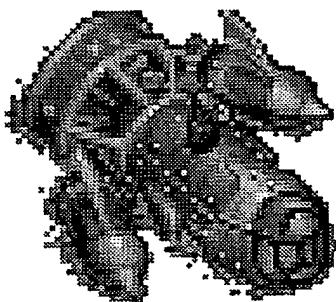
GNOMISH SUBMARINE

The resourceful Gnomish Inventors have designed an amazing craft known as the Submarine. This watertight vessel can submerge beneath the waves and surreptitiously keep watch on enemy forces above the surface. The Gnomish Submarine is visible only to Towers, aerial forces, and other vessels that move beneath the waves. Using cunning and craft to carry out surprise attacks on more powerful enemies makes the Submarine an invaluable part of the Lordaeron armada.
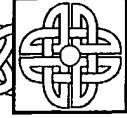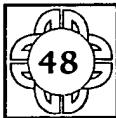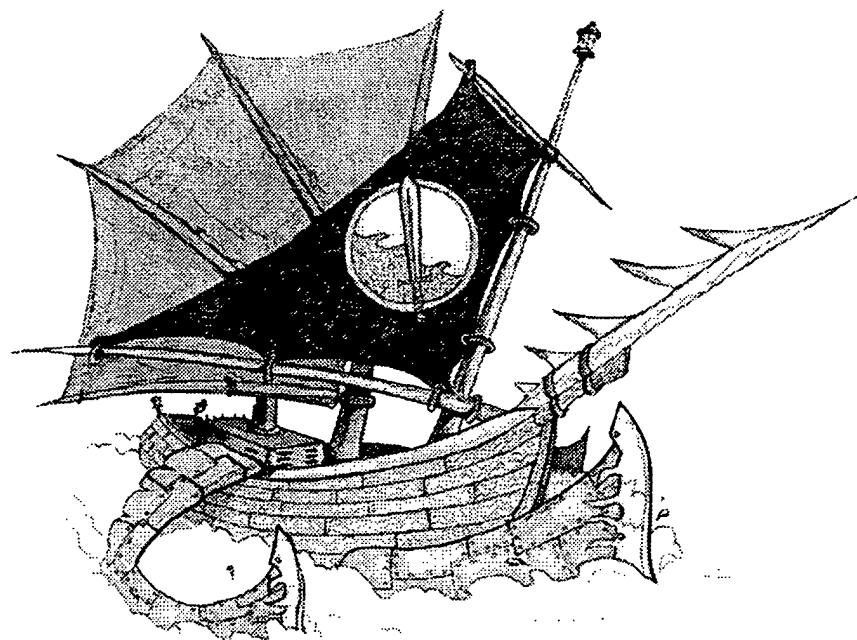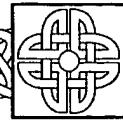
Paladin Spells
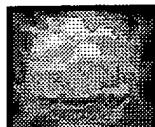
Holy Vision

As the spirit of mankind is everywhere, so the Holy Vision of the Paladin extends to all corners of the land. The area unveiled by this incantation grants the Paladin knowledge of the terrain and of all those who may dwell there. When this spell dims, the Paladin maintains knowledge of the lands he has seen, although he loses sight of the denizens in these lands.

Healing

Aiding our brethren in times of pain and illness remains the fundamental concern of any within the holy Order. By focusing his spiritual powers, the Paladin can heal those who have been wounded in battle. While only one being at a time may be healed in this fashion, it serves to replenish the strength and courage of all who strive for victory against the unfeeling Orcs.

Exorcism

Calling upon the forces of light and purity, the Paladin is able to dispel the walking dead that plague the lands of Azeroth. Exorcism can be used to cause injury to entire groups of these undead terrors, or to utterly eradicate a lone creature. These creatures of Hades seem to gain strength in numbers, thus the greater number of undead that are exorcised within a group, the less actual damage each undead will take. This act is extremely taxing upon the Paladin, making it necessary for him to observe a period of rest before once again invoking this great power.
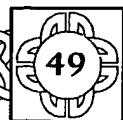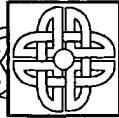
CDAGE SPELLS

LIGHTNING

The Mages of Lordaeron have the ability to discharge lightning from their hands when entering into a melee. These swift bolts of energy strike their victims regardless of any armor they may wear. Being the simplest of nature's forces to command, Lightning requires but a fraction of the caster's mana to employ.

FIREBALL

Magiks involving the cardinal elements of the universe are favorites of the Mages. The Fireball is launched from the palms of the Mage and streaks like a comet blazing across the battlefield - slamming its fiery bulk into whatever stands in its path.

FLAME SHIELD

Serving as both a weapon and a barrier, the Flame Shield is a binding of the chaotic force of fire to the aura of the chosen target. A twisting helix of fire that whirls about, the Flame Shield accompanies the one so enchanted wherever he may roam. Flame Shield will deliver damage to any grounded barrier that it comes into contact with.
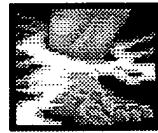
SLOW

The Mages of Lordaeron have been able to create a spell that hinders both movement and reflex. By warping the very patterns of time that surround his target, Slow enables the caster to bring an enemy's offensive to a crawl. Time cannot be held in check by even the mightiest of Mages, however, so the effects of this temporal shift cease as the power of the spell wanes.

INVISIBILITY

Gleaned from sacred tomes rescued from the debris of Northshire Abbey, this spell grants the ability to cloud the perceptions of others so that they cannot perceive the physical existence of the caster's target. The individual that is rendered Invisible may not perform any tasks such as attacking, harvesting or spellcasting. Should the individual interact with his environment in any fashion more aggressive than simple movement, the Invisibility will be dispelled and their personage shall be revealed.
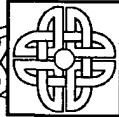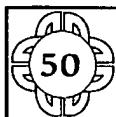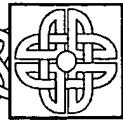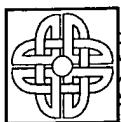
BLIZZARD

Summoning torrential storms from the frozen Mountains of Northeron, this potent spell calls down a fierce tempest of ice to assault the enemies of the Mage with a flurry of cold blades. Blizzard can be cast over large portions of the battlefield, making it an extremely powerful spell when facing legions of Orcish troops.

POLYMORPH

Perhaps the most fearsome of the Mage spells, Polymorph alters the physical form of its target. This metamorphosis changes man to beast, forever warping both mind and body. This sorcery wholly transforms the victim into a creature of the wilds, thus losing their reasoning - making commands for direction or battle impossible. Although there is no counter for this spell, possessing a greater stamina does decrease the possibility of this enchantment taking effect.
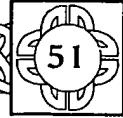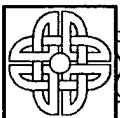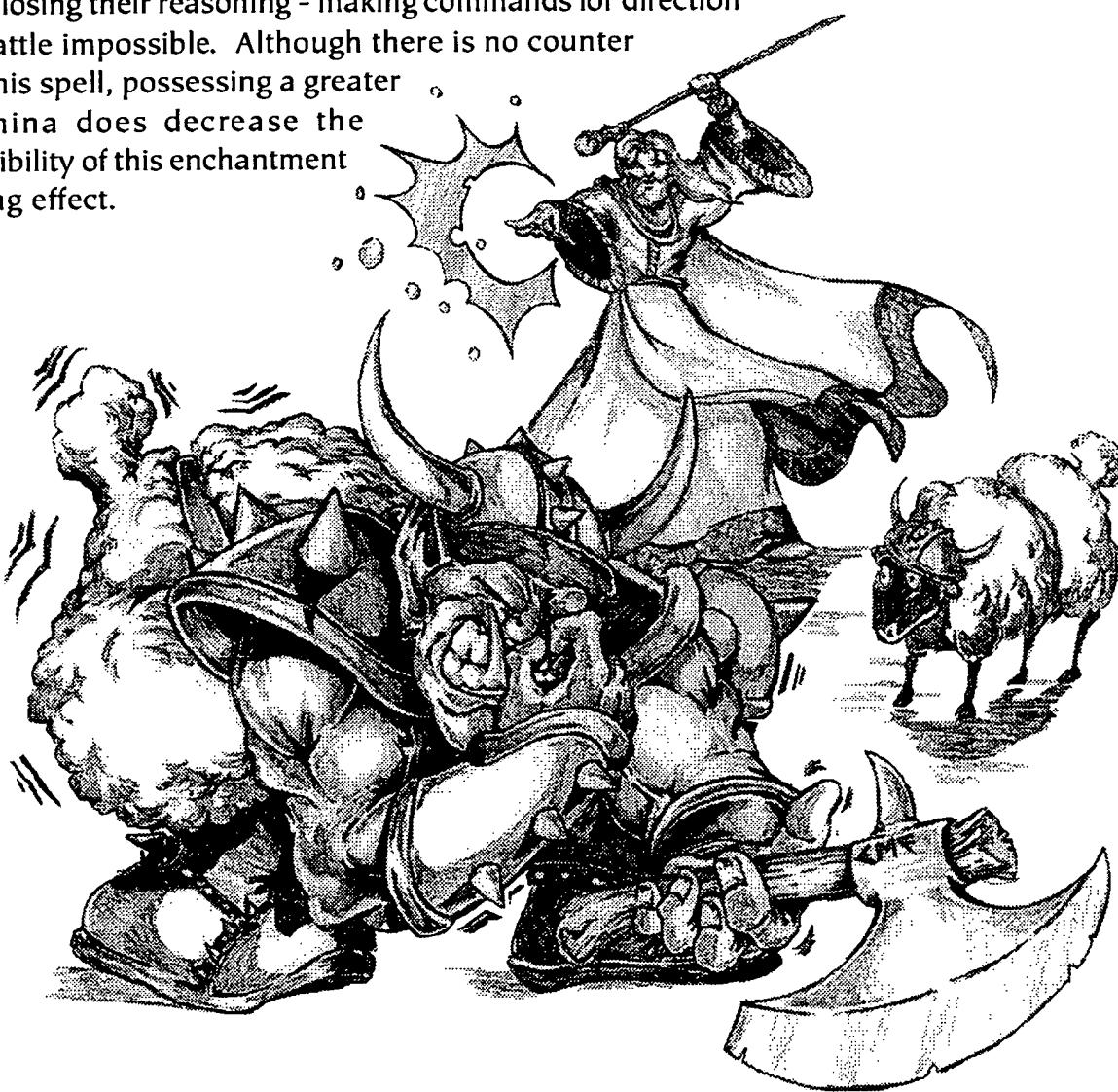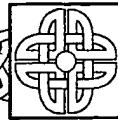
Alliance Buildings

Town Hall

The Town Hall serves as a center for the community and commerce of the various towns and military outposts in Lordaeron. As the chief economic building in any settlement, these sites are equipped to process vital resources such as lumber and gold. The steady stream of peasants, who laboriously harvest and transport resources, makes for constant activity near the Town Hall. The training that Peasants require to assist in the growth of their community is also given here. In time the Town Hall may be improved and upgraded into a Keep.
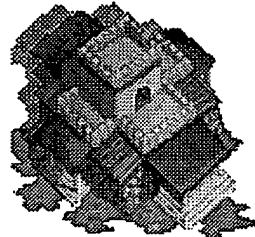
Farm

Farms are a vital part of the many communities in Lordaeron. Producing various grains and foodstuffs, Farms not only generate sustenance for peasants and workers, but for the armies as well. The overall amount of food produced from a town's Farms is vital to the number of new workers or soldiers that the community can accommodate. It is imperative that this production be monitored at all times, so that the population remains well fed and the town runs smoothly.

Barracks

Barracks are large, fortified structures that offer training and housing for the many warriors in the Alliance. An integral part of any defended community, the Barracks foster unity and good will between the races. Human Footmen live alongside Elves and Dwarves - all training together under one roof. The training of Ballista crews and the construction of these war machines also take place within the Barracks compound.
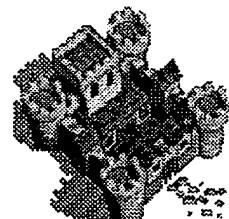
Elven Lumber Mill

Seeking insight into the mysteries of the great Ironwood trees of Northeron, the Elves of Quel'thalas constructed Lumber Mills where they became exceptional craftsmen. The Elves offered their superior skills in service to the Alliance, providing more efficient means for processing lumber. The production of ships and war machines becomes possible with the addition of these structures.
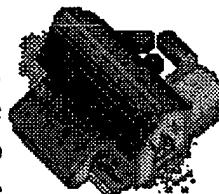
Lumber mills are also responsible for producing the perfectly crafted arrows that make the Elven Archers feared throughout the Horde. When given the necessary resources, Elven craftsmen will upgrade the quality of these arrows, thus increasing the possible damage that can be inflicted. Elven Rangers, after being trained at the Barracks, have been known to gather at the mills, honing their skills in Longbow, Marksmanship and Scouting.
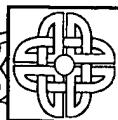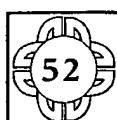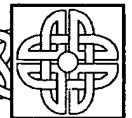
BLACKSMITH

Blacksmiths are an important part of many settlements dependent on military protection. While the metals that they forge are a vital component in the construction of advanced buildings, they are especially known for their skill at weapon-crafting and armoring. The smiths of Lordaeron, occasionally aided by their skillful Dwarven allies, are renowned for producing some of the finest quality weapons in the northlands. The Blacksmiths and Elves are rumored to be developing a machine that may alter the course of the war against the Horde.
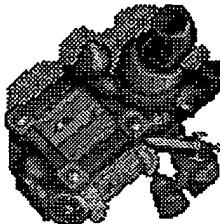
TOWERS

Scout Towers are tall, sturdy structures constructed to guard the borders of many settlements. From these sites, the defenders of Lordaeron can spot enemy troops from high above, making it difficult for the Orcs to launch surprise attacks. Their presence in the wildlands assures the swift deployment of our armies to meet any Orc

Scout   Guard   Cannon

incursion. These Towers may be outfitted with either deadly bolts that can pierce targets on land, sea and air, or with great cannon that while powerful, cannot attack threats from above.

SHIPYARD

Shipyards are primarily responsible for the construction of the various warships in the Alliance's naval forces. Elevated on strong pillars of Ironwood, these waterfront structures are also responsible for receiving and processing the oil necessary to construct these ships of war. Shipyards are manned by dedicated sailors and shipwrights who strive tirelessly to keep the fleet running smoothly and efficiently.
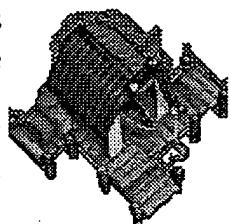
FOUNDRY

The introduction of Foundries makes the construction of the mighty vessels known as Transports and Battleships possible. Obsessed with creating the strongest force in the Alliance, these skilled artisans need only ample resources to design better armor and weaponry for the fleet. Located on the coast to easier supplement Alliance Shipyards, they are an integral part of warship maintenance. Constantly filled with heavy clouds of soot and ash, the intense heat that radiates from the huge smelting pools cause some to jest that they may be in an Orcish building instead of Human one.
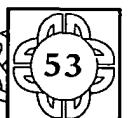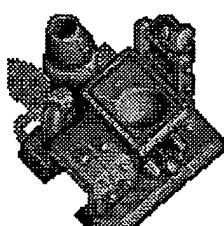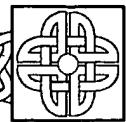
Oil Refinery

These large steel-shod buildings are designed to refine raw oil for use in the construction and maintenance of the Alliance fleets as well as the creation of unconventional war machines. Like the Shipyard, a Refinery is built along the coastline so that Tankers can deliver their cargo directly to its doors. A Refinery allows oil to be processed with far greater efficiency, increasing the amount of usable oil garnered from every load of crude.
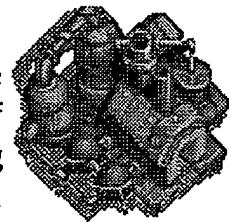
Keep

In large and well-defended settlements, the Keep replaces the Town Hall as the center of commerce where Peasants can deliver shipments of gold and lumber for processing. The artisans who dwell here have mastered means of better extracting the gold from the ore mined by the Peasants, thus increasing the yield of mining operations. The Keep is also a military structure protected by high granite walls, making it difficult to destroy. Advancing legions of Orcish warriors force the Alliance to assign their elite troops - the Knights of Lordaeron and the mysterious Elven Rangers - only to such places, where their presence will serve to deny the Horde further strategic gains. As control of these towns becomes more critical, the Keep may need to be upgraded into a Castle.
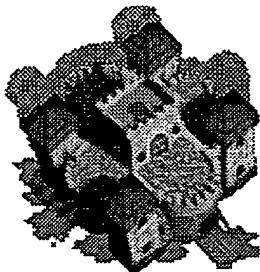
Stables

Stables are maintained to breed and house Lordaeron's prized warhorses. Determined to condition the horses to be faster, stronger, and more responsive to their riders, the trainers at these sites take great pride in their work. These brave and loyal stallions carry Knights into battle. and contribute precious fertilizer for the bountiful farms about Lordaeron. The Stables are manned by dependable horsemen and stable-hands who tend to the steeds with great devotion.
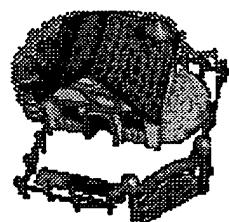
Church

Churches are places of worship where the citizens of Lordaeron seek spiritual enlightenment. Once led by devout Clerics, Churches now depend on Paladins to minister to the masses in this time of war. It is in these places for healing and serenity that the holy warriors gather to deepen their faith. Through meditating, communing and tithing at these sanctified sites, Paladins discover new ways to channel their healing and spiritual powers.
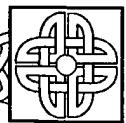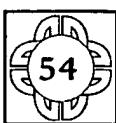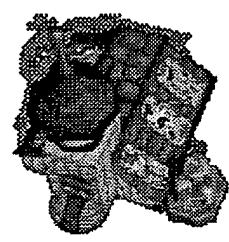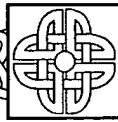
GNOMISH INVENTOR

The Inventors are highly adept at creating outlandishly clever contraptions for military use. Among the many bizarre inventions created by the Gnomes are the Flying Machines that hover high above both land and sea, as well as the implausible Submarine that can move under the seas. The Gnomes are also responsible for perfecting the technique of extracting various chemical compounds out of oil to make gunpowder and explosives. Although the Gnomes are a bit odd and eccentric, none can deny their value to the Alliance.
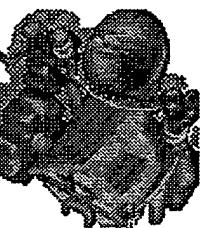
MAGE TOWER

Serpentine spires of living rock form the foundation of the Mage Towers where glowing spheres of mystic energy serve to replenish and focus the awesome magiks wielded against the Orcish Horde. These Towers hold ominous secrets that none but the Mages of Lordaeron dare to explore. As extensions of the Violet Citadel in Dalaran, these towers allow the Mages to research arcane spells, unfettered by the affairs of the temporal plane.
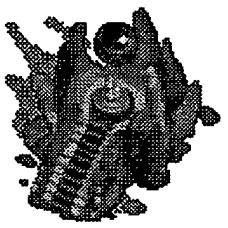
GRYPHON AVIARY

An homage to the legendary beasts housed within, the colossal aspect of the Gryphon Aviary looms over all that it surveys. Hewn from solid rock by the Dwarves of Northeron, their Aviary inspires dread in the hearts of whomsoever these Gryphon Riders call foe. Deep inside these massive structures are the Gryphon aeries and the Dwarven workshops where saddle and harness are crafted.
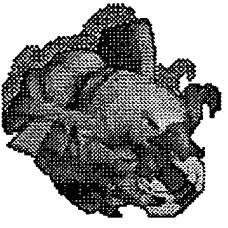
Most sacred to the Dwarves is the enchanted forge that lies at the heart of each Aviary. It is here that the magical weapons known as Stormhammers are fashioned. A Stormhammer, when thrown, strikes with the fury of lightning and the force of thunder. This destructive weapon, combined with the indomitable spirit of the Gryphon Riders, justifies their position as masters of the skies.

CASTLE

The mighty Castles of Lordaeron are the center of large military cities. As with the lesser Keeps, Peasants may bring gold and lumber here for judicious dispersal in order to sustain the war effort. These bastions against invasion are guarded by fortified battlements, making them virtually indestructible. The Castle represents the strength of the peoples of the Alliance and their unyielding resolution to defend the whole of humanity against the Orcish Hordes.

Human Unit Dependencies

Ground Units

Peasant — Town Hall

Footman — Barracks

Elven Archer — Barracks — Lumber Mill

Elven Ranger — Barracks — Lumber Mill — *Upgrade at Keep*

Ballista — Barracks — Lumber Mill — Blacksmith

Knight — Barracks — Blacksmith — Stables

Paladin — Barracks — Blacksmith — Stables — *Upgrade at Church*

Dwarven Demolition — Gnomish Inventor

Mage — Mage Tower

Air Units

Flying Machine — Gnomish Inventor — Lumber Mill

Gryphon Rider — Gryphon Aviary

Naval Units

Oil Tanker — Shipyard

Destroyer — Shipyard

Transport — Shipyard — Foundry

Battleship — Shipyard — Foundry

Submarine — Shipyard — Gnomish Inventor

ḥumᴀn Building Dependencies

Required for

Barracks

Town Hall **Keep Upgrade** **Keep**

Required for

Lumber Mill Blacksmith Stables

Castle Upgrade **Castle**

Barracks

Farm

Stables

Inventor

Church

Gryphon Aviary

Mage Tower

Blacksmith

Cannon Tower

Scout Tower

Guard Tower

Lumber Mill **Shipyard**

Wall

Oil Refinery

Foundry

The History of Orcish Ascension

(as told by Gul'dan, Chieftain of the Stormreaver clan)

The Rise of the Shadow Council

Like an elemental force of havoc and destruction we thundered through the lands of the Draenei devastating all that we beheld. Not one life was spared. No building was left standing. The only traces of their existence were the blood-soaked fields they had worked for nearly five thousand years and the rank, acrid smell of the huge victory fires that consumed the bodies of their young. The Draenei were a weak people - hardly worth the effort of our raiding sweep. In the end, however, even these simple victories serve to keep the inferior in their place...

It has always been so with my kind. The savage, brutal tendencies of the masses are easily manipulated by those who hold true power. Power is the true force that drives the great destructive machine that is the Horde. Those who imagine themselves in possession of this power rally around their clan banners of violence. Yet without a common foe, even the leaders of the Orc clans blindly turn upon each other. The appetite for destruction that prevails amongst these fools drives the Horde; might and might alone is honored above all things.

I am Gul'dan - the greatest of all Warlocks and Initiate of the Seventh Circle of the Shadow Council. No one knows the dark, burning allure of ultimate power better than I.

In what passed as my youth, I studied Orc magiks through the tribal Shaman of my clan. My natural talent for channeling the cold, negative-energies of the Twisting Nether brought me notable standing amongst the other Shaman, and I knew that even Ner'zhul, the greatest of my teachers, became jealous of me as my abilities grew ever stronger.

My aspirations rose higher than those of my peers and masters alike, for I knew that the scope of their vision was limited by their devotion to the advancement of the Horde. I cared nothing for the Horde or its petty politics. I cared nothing for this world over which we had complete dominion. I cared only for the chance to fathom the spiraling mysteries of the *Great Dark Beyond*. I had begun secret explorations of energies far beyond the scope of anything that my so-called tutors could possibly comprehend. It was at this time that I discovered a being of immense power - the Daemon Kil'jaeden. I was in awe of his heartless fury. To witness his awesome power was to be all but consumed. In the fleeting, fevered nightmares he brought me, I touched the essence of that which lies Beyond. Within me an unfathomable lust was sewn - a desire to wield the fury of ethereal storms and to stand unscathed within the dying hearts of burning suns.

Under the tutelage of Kil'jaeden, I realized how limited even my understanding had been. Untold histories of ancient Daemon races and primal magical dimensions were made known to me. I learned that there existed worlds without number, scattered throughout the darkness beyond the sky - worlds to which I might lead the Horde as only one of my abilities could. Though I remained with my people on the dark, red world of the Draenei, I soon learned to project myself into the depths of the Twisting Nether, being driven nearly mad by the whispering chaos contained therein. Although it seemed it would mean my death, I was irresistibly compelled to continue my sojourn until, finally unbound from my corporeal existence, I understood the whispers. It was then that I first spoke to the dead...

Ancestral worship has long been at the heart of Orcish religion. While nearly all of the Orcish Hordes believed that our dead elders watched and guided us from the depths of some lost realm of chaos, I believed this notion to be a product of ritual and not reality. Within the Twisting Nether I discovered that the spirits of the dead do linger on, floating on the astral winds between the worlds. I learned that they kept their endless, silent vigil over the clans in hope of finding some means of escape from their lifeless torment. I knew then that these spirits of the dead would be a useful tool for anyone who could bind them to his will.

Years passed. My apprenticeship under Kil'jaeden had allowed me to become the most powerful Warlock the clans had seen in many generations. My place within in the Horde was as a respected leader, but as ever, tensions ran high amongst the clans. The destruction of the Draenei left nothing upon which the great beast of war– could feed. After centuries of violence and warfare, we had finally conquered the whole of our world. With no enemies left to crush and no new lands to conquer, the clans had fallen into a state of utter anarchy. Minor disputes between clans led to open battle and massive bloodshed. Those chieftains who attempted to assume the position of overlord soon found themselves slaughtered by the ravenous legions of the disheartened Horde. I knew that the time had come to claim the mantle of power that I had so long neglected.

I quickly gathered together the few Warlocks who had shown some spark of passion and desire to rise above the petty quarrelling of the clans. To these Warlocks I bestowed the knowledge of the dead by leading them in secret rituals and communing with the spirits of the Twisting Nether. Those who were incapable of channeling this power were destroyed. After a time a pact was forged between the members of our circle and the dark spirits whose energies we had learned to invoke. I would use my place among the Warlocks to shape the thoughts of others while, cloaked by a veil of secrecy, they would be immune to the caprices of the bloodthirsty masses. Thus did the Shadow Council come to be.

Within a few short months the Shadow Council had its hand in all of the important political matters within the Horde. Nothing occurred within the Horde that we did not know about, and many events took place by our design - so cleverly implemented that even the clan chieftains were oblivious to our manipulations. Before half a year had passed, we had assumed near total control of the inner workings of the Horde. Yet, behind all of our secret machinations, there loomed the silent and ominous shadow of the Daemon Kil'jaeden.

In pursuit of furthering our magical resources, I opened a new school of magical discipline that became known as Necromancy. We began training young Warlocks in the arcane mysteries of life and death. Again, with tutelage from the Daemon Kil'jaeden, these Necrolytes

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Guldan the Warlock

delved into the dark arts, eventually gaining power enough to animate and control the bodies of the newly dead. Every victory - every success - left me with an emptiness I could not fill. I came to realize that the Shadow Council could serve my purposes only to an extent, and thus I would require even greater power should I wish to become the true harbinger of our destiny.

The Mastery of Forces - Medivh and Blackhand

Things were well within the Horde. Though the Shadow Council kept the warring clans pacified by the promise of escape from the dying world, I knew that this new order - much like the war against the Draenei - would provide only a brief respite if I could not find new lands for the Orcs to conquer. My contemplation on this matter was disturbed late one night when I was surprised by the sound of screams emanating from the Warlocks' Tower. I arrived to find many of the apprentices locked in deep trances, their faces twisted into masks of pain. The Warlocks, whom I questioned in detail, could tell me only that they had felt an unexplainable presence in their dreams. I returned to my Stronghold, deeply puzzled by the fact that whatever it was that had contacted the Warlocks, had made no attempt to reach me.

I sought the counsel of Kil'jaeden about this presence. He also was touched by this power - a power that was beyond any he had ever experienced before Whether it was the image of a force so awesome that it could cause this baneful Daemon to actually feel fear, or my own trepidation, I fled - moving aimlessly through the Twisting Nether for what seemed an eternity.

It was during my fevered flight that the Presence finally made contact with me. It radiated untold power, but it lacked the emotionless control displayed by Kil'jaeden. My senses seemed to take control over the dread that had engulfed me, and my mind began to cipher and reason. I knew that if I could divine the desires of this force, no matter how powerful, I could use it to further my own ends. The presence identified itself as Medivh, a sorcerer from some far and distant world. We communicated not in words, but in a guarded joining of minds. His mind seemed boundless, but his thoughts moved so swiftly that it was difficult to learn anything from him. All the while, I knew that he was probing me - learning more and more about the Orcs and our magic. I could never learn as much from him as he would from me, and I soon broke contact with him.

I sought the counsel of Kil'jaeden, but he refused to answer my summons. Somehow I knew that he had forsaken his students because he was afraid of this Medivh. I found myself again
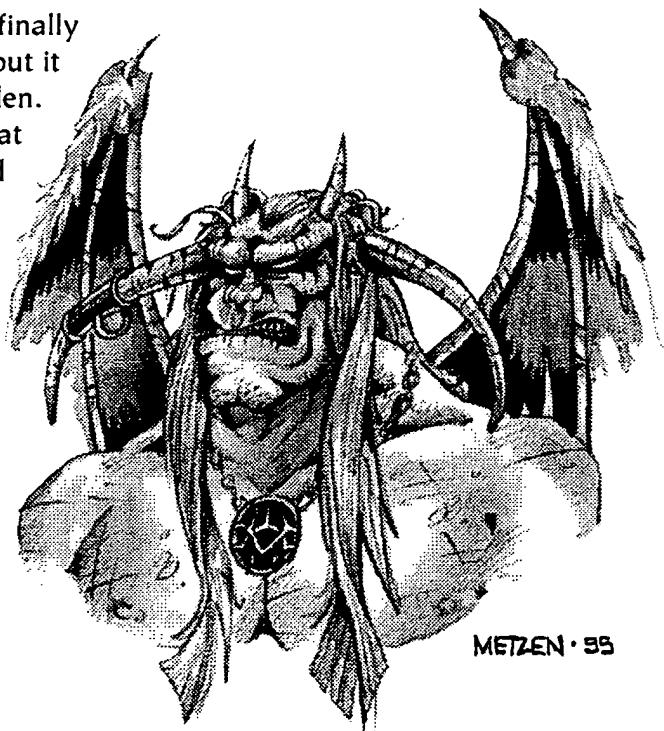
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The Demon Kil'jaeden

doubting my skills. Could I contend with a being who could intimidate my own master? I continued to venture into the Twisting Nether for several weeks, all but forgetting the disturbance that had caused me to question myself. Then one night, Medivh appeared to me in my dreams...

"You fear me, for you do not understand me. See my world and understand your fear. Then fear no more"

I was powerless to resist what came next

...barren wastes...
...dark swamps, teeming with life...
...endless fields of emerald grasses...
...forests of magnificent trees...
...farmlands filled with rich harvests...
...villages of proud, strong people...

Images came, flashing much too quick to comprehend. And then...something. A fleeting picture that left a longing stirring inside of my soul...

...buried deep beneath the ocean; dark and ruined, but still breathing...
...still pulsing with the lifeblood of the earth itself...
...an ancient power...
...ancient and terrible...

I awoke. I embraced consciousness knowing all along that the dream had been real. Medivh had shown me the wonders of his world, knowing that the Horde would not be content until his world was ours...

I met with the members of the Shadow Council concerning the visions that we had seen. Although there was much debate as to the true intentions of this Medivh, I informed the Shadow Council that a way to escape from our world would soon be ours. I would seek the aid of Medivh in creating a way to get to his world, and then we would subjugate his race as we had done to all others who stood before us. Although he had appeared to many Warlocks with these images of a new and fertile world, we agreed to keep the knowledge of this enigmatic message to ourselves. Those Warlocks outside of the Shadow Council who had shared in the visions were killed; for if the secret were revealed before preparations were made, the Horde would tear itself apart. Weeks passed with no word from Medivh. My attempts to contact him were fruitless. It was as if he had erased any trace of himself from the Twisting Nether. Some members of the Council gave up any hope of the wizard ever returning.

...Then the rift appeared...

It took considerable time to expand the rift enough to send the massive frame an Orc through. The first scouts to return from the other side seemed to be driven completely mad by what they had seen. These early failures did not deter us, and subsequent quests confirmed that the world beyond this rift

appeared similar to what was depicted in our visions. With the combined powers of the Horde's Warlock clans and the Shadow Council, we were able to enlarge the mysterious rift so as to create a Portal. This Portal was used to move a great number of Orcs into this unknown land. A small outpost was quickly built on the other side of the rift, and Orc scouts were sent to explore the surrounding areas.

The agents of the Shadow Council reported that the denizens of this world were called Humans, and their lands were known as Azeroth. We found that these Humans were a weak race, farming their fields and living peacefully in the countryside. I feared that they would prove no more of a challenge than the Draenei, and would not appease the hunger of the Orcish war machine for long. The clan chieftains, quickly swayed by their lust for blood and war, agreed that it was time to leave this dying world and lay claim to the domains of Azeroth.

While the Shadow Council kept close watch over the workings of the Horde, the masses looked to the clan chiefs as their leaders. Two chieftains arose who were well respected and feared by the various clans - Cho'gall, the Ogre-Mage of the Twilight's Hammer clan, and Kilrogg Deadeye of the Bleeding Hollow clan. These powerful leaders were expected to direct the Horde to a swift and savage victory over the Humans. Thus, as the Horde gradually channeled through the rift into Azeroth, Cho'gall and Kilrogg began to plan their assault against the Human stronghold of Stormwind.

The attack against Stormwind was catastrophic. Our armies, expecting to meet weak resistance, charged headlong into the enemy fortress. Surprisingly, the Humans soldiers held our forces at bay. Then they unleashed warriors mounted upon beasts of muscle and sinew to devastate our troops. The Humans forced our troops to retreat back into the swamplands surrounding our outpost and the Portal where, only by the invoking the shrouding mists of shadow, were we able to escape. This decisive and humiliating defeat threw the Horde into chaos. Cho'gall and Kilrogg blamed each other's incompetence for the failure, and the Orcs quickly polarized into factions that supported either chieftain. The Shadow Council desperately sought a remedy to the violence that was sure to follow, but the volatile nature of the Orcs made it difficult to appeal to reason or wisdom. I realized that the Horde needed a strong leader that could unify the clans under his control - and be kept in his place. Thus did I first learn of Blackhand the Destroyer...

Blackhand, chieftain of the young Blackrock clan and a Raider in the Sythegore Arm, was well honored by most Orcs within the Horde. More importantly, he was extremely lustful, and this made him easily corruptible. With help from the Shadow Council, I set the eager Blackhand upon the horned throne of the War Chief. To his credit, Blackhand was a ruthless dictator who inspired awe and terror from his warriors. While the Horde rallied under Blackhand and the other chieftains acquiesced control to him, it was I who dictated policy by blackmailing and bribing Blackhand.

With Blackhand's ascension to War Chief, order was restored to the Horde. I was visited again by the visage of Medivh, who appeared more in control of his powers, but less in control of his mind. Petitioning the Horde to destroy the kingdom of Azeroth, but to make him ruler of its people, Medivh offered all manners of treasures and baubles to me. I assured him that his world was ours for the taking, and that he held nothing that could persuade the Horde to do his bidding. His face broke into a wicked sneer as

he proceeded to show me the image of an ancient tomb upon which was etched the name of the Daemonlord Sargeras. The Tomb of Sargeras! The Daemonlord who had instructed my own tutor Kil'jaeden was entombed upon this pathetic little world! Destiny had chosen to lay the hand upon my shoulders alone, for Kil'jaeden had told me that the lost Tomb contained power absolute - enough to make any who could control it into a living god. Medivh pledged that he would grant me the location of the Tomb if only I would use the Horde to destroy his enemies...

Thus, the Orcish Hordes made war against the kingdom of Azeroth.

The First War of Orcish Ascension

We took the lands of Azeroth from the Humans and razed all that we surveyed. My personal assassin, Garona the Half-Orc, executed Azeroth's leader King Llane and returned his heart to me. Although the Horde dominated Azeroth and the pathetic worms who defended it, my own plans were badly hampered.

A small band of Human warriors stormed Medivh's Tower and engaged the insane sorcerer in direct combat. As his body was slashed and torn by the swords of Azeroth, Medivh began to transmit telepathic waves of trauma across the astral plane which easily shattered even my formidable defenses. I attempted to reach into the sorcerer's mind and steal the location of the Tomb from him directly, but before I could divest the location, Medivh was killed by the Azerothiens. Having been inside his mind at the moment of his temporal death, I suffered a massive psychic backlash and fell into a catatonic state.

For weeks I slept as if dead, closely guarded by my faithful Warlocks. When I finally arose, I learned of the shift in the balance power within the Horde. Blackhand had been killed. Without my magiks and counseling to aid him, Blackhand fell prey to a surprise attack launched by one of his strongest and most trusted generals - Orgrim Doomhammer. Orgrim was quick to consolidate his power within the Horde, justifying the assassination of Blackhand by securing false testimony that supported his claims of the Destroyer's incompetence as War Chief.

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Orgrim Doomhammer presents the head of Blackhand

It seemed that the hand of fate had struck me a harsh blow. Orgrim set out to uncover the inner workings of the Horde, leaving no stone unturned. Eventually, his spies captured my servant Garona and under intensive, agonizing torture, forced her to reveal the existence and location of the Shadow Council. She was weaker than I had expected.

Suspecting that the Shadow Council was a threat to his control of the Horde, Doomhammer led his Wolfriders in a surprise attack against my Citadel near the ruins of Stormwind Keep. The Warlocks, caught unprepared by Orgrim's assault, held off the Horde as long as their magiks would last. Having no time to rest or replenish their energies, the Warlocks fell before the wrath of Orgrim. In the end, the Doomhammer was victorious. Any surviving Warlocks were branded as traitors to the Horde. The public executions were effective in weakening my position and strengthening his...

I was taken before Orgrim and questioned at length about my involvement with the Shadow Council. Being greatly weakened by the backlash of Medivh's death as well as the energies I had expended during the battle, I found that I was in no position to either threaten nor harm the War Chief. Orgrim made it clear to me that the Horde was under his control, and that he was not as easily swayed as his predecessor. The gleam in his eye and the steel at his side bespoke his intentions, but I would not be defeated so easily. While he may have held the upper hand, I reminded him that with the death of the Warlocks, I was the last true sorcerer within the Horde. Orgrim, made impudent by his victory, agreed that perhaps I could prove useful, and agreed to let me live - by his good graces. I silently vowed that he would one day take those words to his grave.

Although his suspicions of me were never fully assuaged, I did succeed in convincing the War Chief that the Raiders were preparing to unite with the sons of Blackhand in a revolt against him. Although this claim was untrue, Orgrim was already suspicious of Rend and Maim and so disbanded the multitude of Wolfriders, sending them into the various arms of the Grunt forces. To demonstrate my 'loyalty' to Orgrim and the Horde, I promised to create a host of undead riders that would be completely loyal to him alone. Although the Doomhammer did not fully trust me, the idea was sufficiently appealing, and so I was allowed to enter seclusion to create this new legion.

Even with the aid of my Necrolytes, I was unsuccessful in bringing forth this undead force. Failure and weakness were all that these minions could offer me, until I sensed that while their spirits were willing - it was the flesh that was weak. I summoned them to a great alter constructed of Ironwood and Blackroot where, at the height of a black incantation, I took the lives of every last one of them. In the bloody

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Gul'dan "submits" to
Doomhammer

wake of their executions, the Necrolytes would then, at last, nourish my creation of the ultimate undead servant.

Using what few resources I still controlled within the Horde, I acquired many of the long-dead corpses of the fallen Knights of Azeroth. Into these twisted and decayed forms I instilled the essences of the greater members of the Shadow Council who were quite willing to return to the mortal plane to wreak terror and havok once again. I furnished each of the dark riders a jeweled truncheon through which they could better focus the unearthly powers they would brandish. Into these jewels were infused the raw, necromantic magiks of the freshly slain Necrolytes. Thus were the Death Knights born.

Orgrim Doomhammer was pleased with these Knights of Death. Although the spirits of the Shadow Council remained loyal to me, they feigned allegiance to the War Chief. Orgrim was well satisfied with the realization of my promise, and allowed me to go about my own affairs.

I will be patient and bide my time, pretending to be the faithful servant until the time comes to show this presumptuous, boisterous upstart who is greater between us. My designs to discover the Tomb of Sargeras still remain. I have assembled the Stormreaver clan to be my support when the season finally comes to strike back at Orgrim for his insolent crimes against me...

That day draws near - and Doomhammer cannot know what terrors await him,

for I am Gul'dan...

I am darkness incarnate.

I will not be denied.

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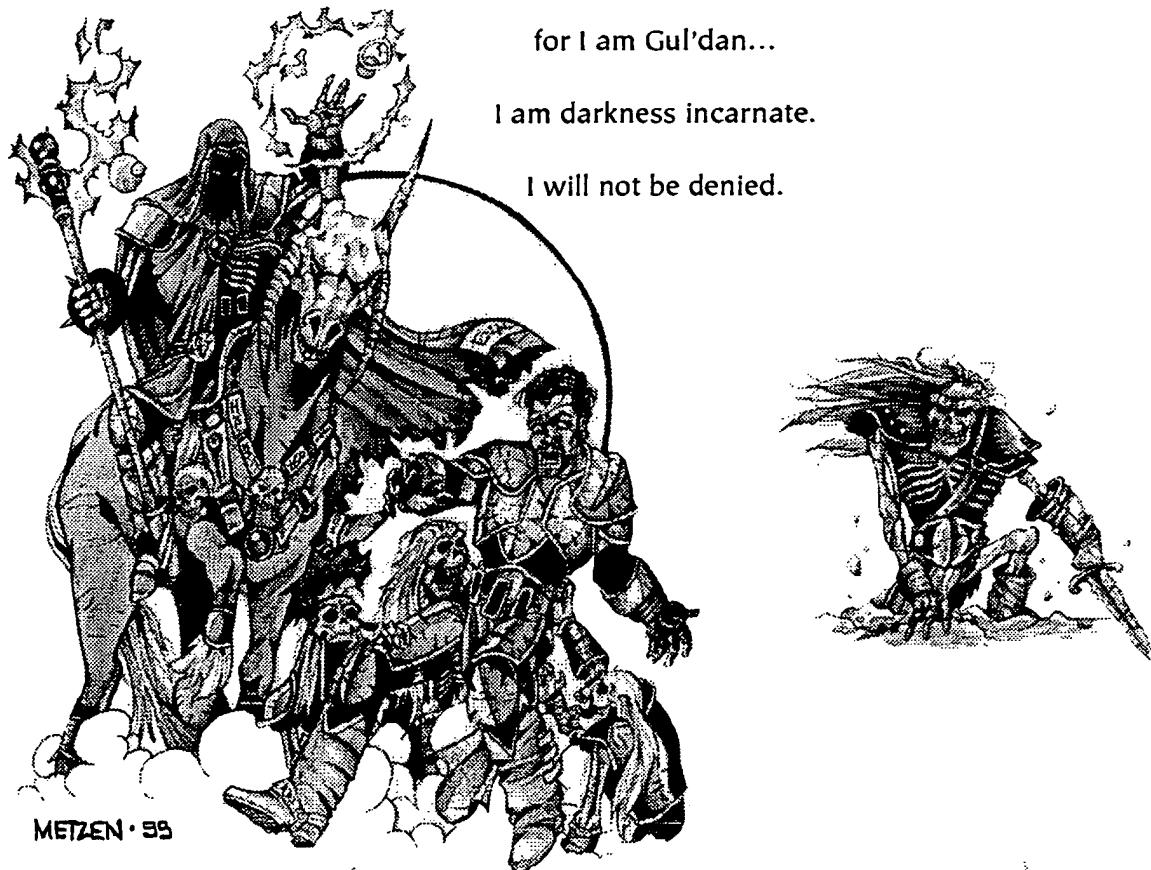
Clans of the Horde

Blackrock Clan

Chieftain: *Orgrim Doomhammer*
Clan Colors: *Red*
Background: Although years of war have reduced their numbers, the Blackrock clan remains the strongest within the Horde. Ruled for many years by Blackhand the Destroyer, the Blackrock clan rose quickly in power and was responsible for numberless victories against the Humans in the First War. Orgrim Doomhammer - known also as the Backstabber - assassinated the ruthless, but careless Blackhand, and named himself clan chieftain and War Chief of the Horde. The Blackrock clan continues to dictate the course of the war intimidating the lesser clans within the Horde into following Orgrim's lead. The forces of the Blackrock clan are fanatically loyal to the Doomhammer and will serve him with their lives.

Domain: Blackrock Spire, Azeroth
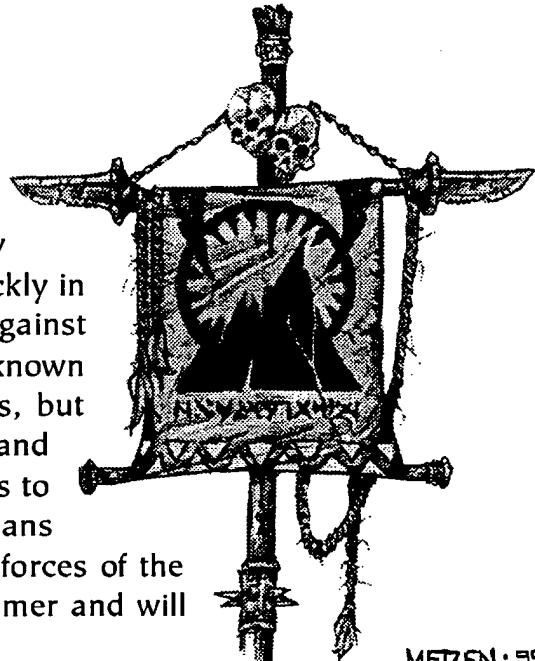
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Stormreaver Clan

Chieftain: *Gul'dan the Warlock*
Clan Colors: *Blue*
Background: The Stormreavers are a small but powerful clan whose origins are fixed in the history of the Horde since its coming to Azeroth. As the last of his kind, the Warlock Gul'dan maintains absolute control over this clan. Gul'dan, who secretly ruled the Horde through his unwitting puppet Blackhand, has found that the shrewd Doomhammer harbors no trust or fondness for him. This forced Gul'dan to found the Stormreavers in order to protect himself from any action Orgrim might take against him. With the support of his clan, Gul'dan intends to find the lost Tomb of the Daemonlord Sargeras. It is legend that this Tomb contains unimaginable power - power which Gul'dan means to possess.

Domain: Stormwind, Azeroth and Balor, Azeroth
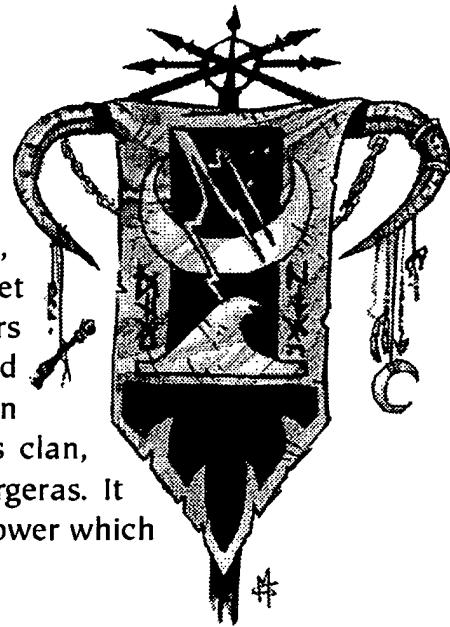
Twilight's Hammer Clan

Chieftain: *Cho'gall the Ogre-Mage*
Clan Colors: *Violet*
Background: Obsessed with the notion that the Horde is the harbinger of apocalyptic doom to all the lands that it ravages, the Twilight's Hammer feels a sacrosanct gratification in the destruction of all that it encounters. Led by the cunning Ogre Mage Cho'gall, the Twilight's Hammer has strong ties to Gul'dan and the Stormreaver clan. Its loyalty to the Horde is not as strong as its belief in its sacred mission of oblivion.
Domain: Northshire, Azeroth
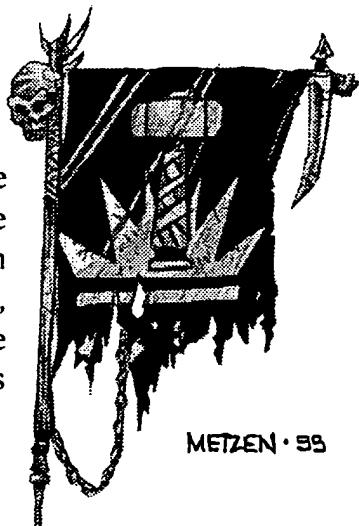
The Black Tooth Grin Clan

Chieftain: *Rend and Maim, the sons of Blackhand*
Clan Colors: *Black*
Background: The Black Tooth Grin clan was originally part of the Blackrock clan, but splintered off before the Horde's passing into Azeroth. After their father was deposed from his position as War Chief by Orgrim Doomhammer, Rend and Maim decided to gain control over their own faction within the Horde without directly opposing the Doomhammer's ascension to power. The Black Tooth Grin, noted for its custom of each member knocking out one of his own teeth to symbolize his loyalty to the clan, is charged with the protection and preservation of the dreaded Portal. The unity of The Black Tooth Grin may be sorely tested should the opportunity arise for Rend and Maim to reclaim their father's station and avenge his death.
Domain: The Black Morass, Azeroth
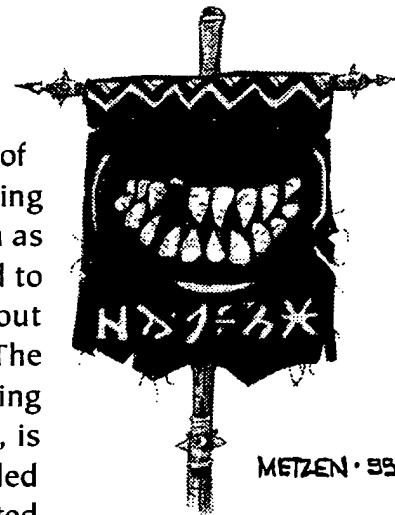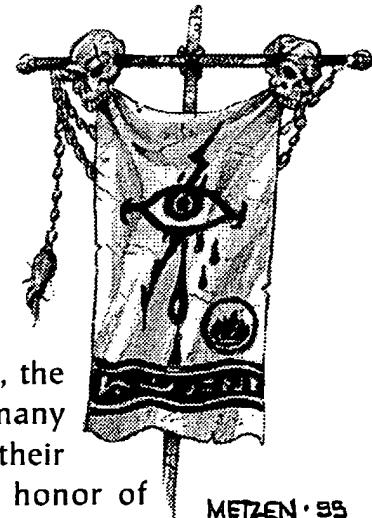
Bleeding Hollow Clan

Chieftain: *Kilrogg Deadeye*
Clan Colors: *Green*
Background: The Bleeding Hollow clan was one of the largest in the Horde before passing into Azeroth. Led by the aged Kilrogg, the Bleeding Hollow embodies the unrelenting savagery required for many long years of successful Orcish warfare. In accordance with their unequaled performance in battle, they have been given the honor of

safeguarding the refinement operations in the occupied lands of Khaz Modan. Allegiant to the Blackrock clan, these veteran warriors place the needs of the Horde above all else.

Domain: Ironforge, Khaz Modan

Dragonmaw Clan

Chieftain: *Zuluhed the Whacked*

Clan Colors: *White*

Background: Led by the Shaman Zuluhed, the Dragonmaw clan is a small but elite faction within the Horde. With its legacy dating back into the time before the Warlocks, the Dragonmaw was quick to become one of Blackhand's strongest supporters in Azeroth. After his demise, the Dragonmaw honored its fealty to Blackhand by pledging itself into the service of his sons and The Black Tooth Grin. Using ritualistic magiks dowered by the ancient Shaman, the Dragonmaw clan was responsible for the capture of the Dragon Queen Alexstraza and the Horde's current subjugation of the Dragons of Azeroth.

Domain: Grim Batol, Khaz Modan
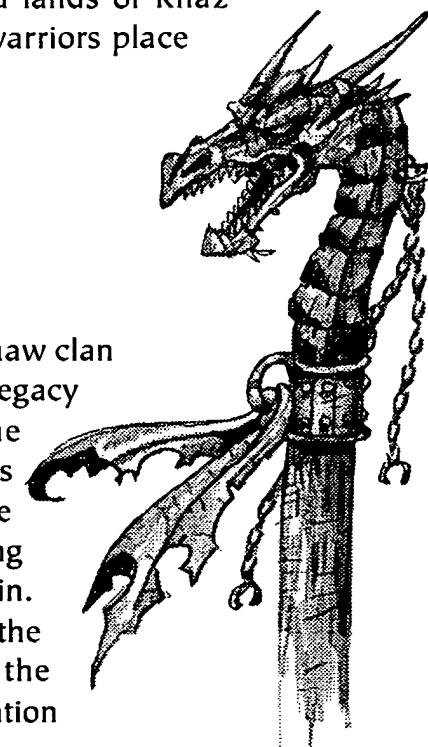
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Burning Blade

Chieftain: *None*

Clan Colors: *Orange*

Background: The Burning Blade is not a clan as much as it is an elemental force of nature. Chaotic and unpredictable, the Burning Blade is a brotherhood of demented Orcs whose only objective is to raze and plunder with no regard for their own safety. This leaderless swarm is held in check by the Ogres - to be unleashed by the clans in times of urgent duress. The Burning Blade holds loyalty to no one and will attack any that they perceive to be a threat - even their fellow Orcs.

Domain: Nomadic
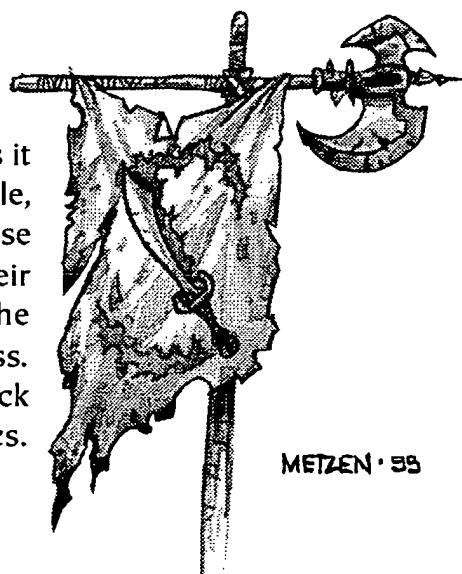
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Ground Units of the Orcish Horde

Peon

The label of Peon denotes the lowest station amongst those in the Orcish Horde. Inferior in all skills of import, these dogs are relegated to menial tasks such as harvesting lumber and mining gold. Their labor is also required for the construction and maintenance of buildings necessary to support the vast undertakings of the Horde. Downtrodden, the Orc Peons slave thanklessly to please their overseers.

Grunt

Those Orcs who distinguish themselves enough in the arts of war to be trained as Grunts epitomize the merciless spirit of the Horde. Equipped with mighty axes and battle-worn armor, they are prepared to fight to the death. Devoted to the Horde and to their clans, the Grunt lusts for battle - wanting nothing more than to wade into the field of carnage and die a bloody death surrounded by the bodies of his fallen enemies.
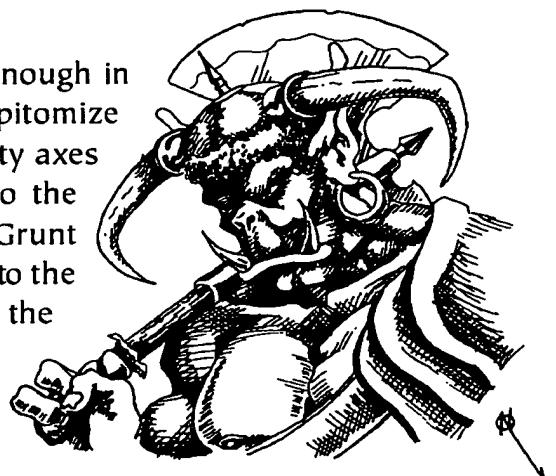
Troll Axethrower

The Trolls of Lordaeron have suffered ages of attrition at the hands of the Humans, Dwarves, and Elves. The appearance of the Orcish Horde has given them the opportunity to ally themselves with kindred spirits with whom they can seek revenge upon their many enemies. More agile than the brutish Orcs, Trolls employ throwing axes - along with a cunning attack and retreat stratagem - to assail their foes. This combination of speed, range and the ability to bring down threats from above makes them a valuable addition to the Orcish Horde.

Troll Berserker

Berserkers are a bloodthirsty sect of Trolls dedicated to the total annihilation of their hated enemies, the Elves. Suffering numerous experiments with strange chemicals and potions by the Goblin Alchemists, the Berserkers have had many strange abilities bestowed upon them that make them all but unstoppable in the heat of battle. Berserkers are hardier and stronger than most Trolls, effectively transforming them into a veritable whirling cyclone of death and destruction.
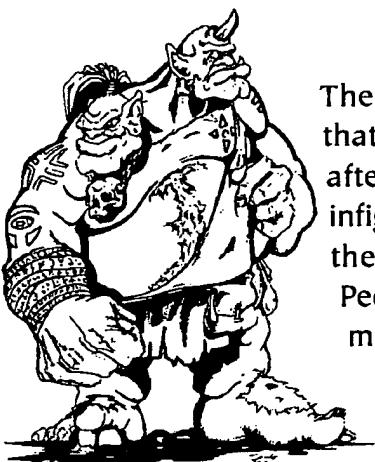
Ogre

The Ogres are the monstrous two-headed allies of the Orcs that were brought through the Portal by the Warlock Gul'dan after the First War to act as enforcers in an effort to quell needless infighting between the Orc clans. Due to the constant bickering between their two heads, Ogres exhibit less intelligence than even the lowly Peons. Their incredible strength and unnatural toughness, however, make them some of the fiercest warriors in the Horde.

Ogre-Mage

The Ogre-Magi were originally a small band of extremely loyal Ogre enforcers, transformed by Gul'dan into scheming and malicious sorcerers. By warping and twisting the Elf-magiks of the Runestone at Caer Darrow, Gul'dan was able to infuse the magical abilities of long dead Warlocks into the bodies of these unsuspecting hosts. Once hulking simpletons, the transformed Ogre-Magi can direct their death magiks as easily as their lesser cousins would deliver a crushing blow to any foolish enough to stand in their path. The Ogre-Magi have also become extremely cunning and insidious - serving the Horde only as they see fit.

Blizzard Entertainment

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Catapult

Sharpened horns, crimson with blood of those unfortunate enough to be caught in their path, herald the advance of the Orcish Catapult. Approaching on the battlefield, its grim visage is enough to make the weak Human troops flee in stark terror. These cumbersome, wheeled machines launch deadly incendiary shot which explodes upon impact. The sheer destructive force of these great engines of war make them feared and respected throughout the land.
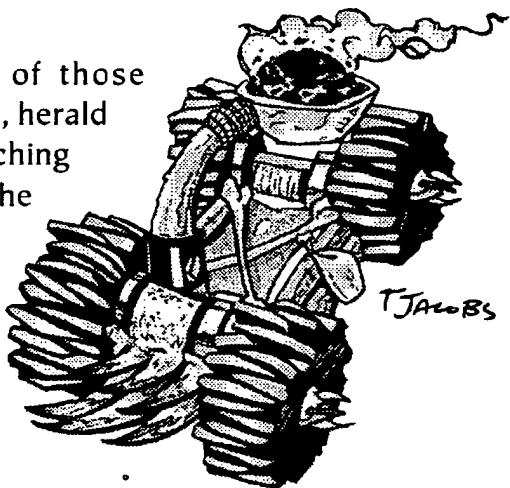
Death Knight

These soldiers of darkness were created by Gul'dan to replace the slaughtered Warlock clans. Assembled from the corpses of the Knights of Azeroth slain in the last battles of the First War, these abominations were then instilled with the ethereal essence of the Shadow Council. Further empowered with magical energies culled from the slain Necrolytes, the Death Knights wield an arsenal of necromantic and elemental spells that mete out all but certain death to the enemies of the Horde.

Goblin Sappers

The mischievous Goblin Sappers are known throughout the Horde for their incredible aptitude for destruction. These diabolical Goblins are invariably armed with extremely volatile explosives; which enable them to level enemy structures and weapon emplacements. Although the Sappers are highly unpredictable and insubordinate, they have become necessary to the plans of conquest maintained by the Horde.
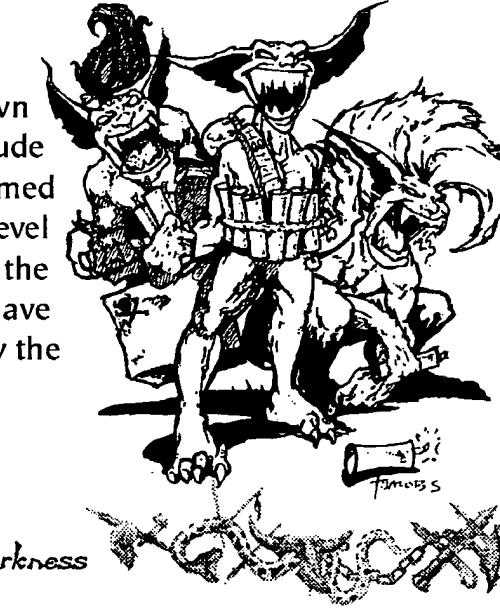
Air Units of the Horde
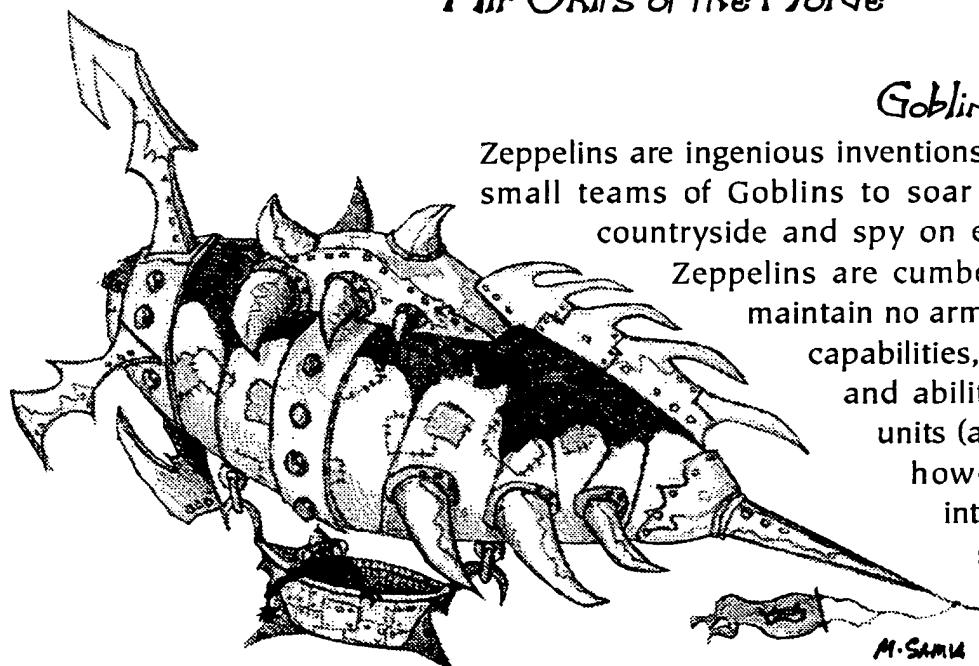
Goblin Zeppelin

Zeppelins are ingenious inventions that allow small teams of Goblins to soar above the countryside and spy on enemy positions. The Zeppelins are cumbersome, awkward and maintain no armament. Their airborne capabilities, extensive line of sight, and ability to spot underwater units (as with all flying units), however, make them an integral part of the Horde's spy network.

M·SAMWA

Dragon

Dragons are native to the untamed northlands of Azeroth. Reclusive by nature, Dragons have had little contact with their earthbound neighbors over the centuries. Rend and Maim, the Chieftains of The Black Tooth Grin clan, masterminded the capture of the Dragon Queen Alexstraza by the Dragonmaw clan. With their Queen held captive, these majestic creatures have been forced into subservience by the Horde – her progeny being raised by the Dragonmaw clan to slaughter the enemies of the Horde.
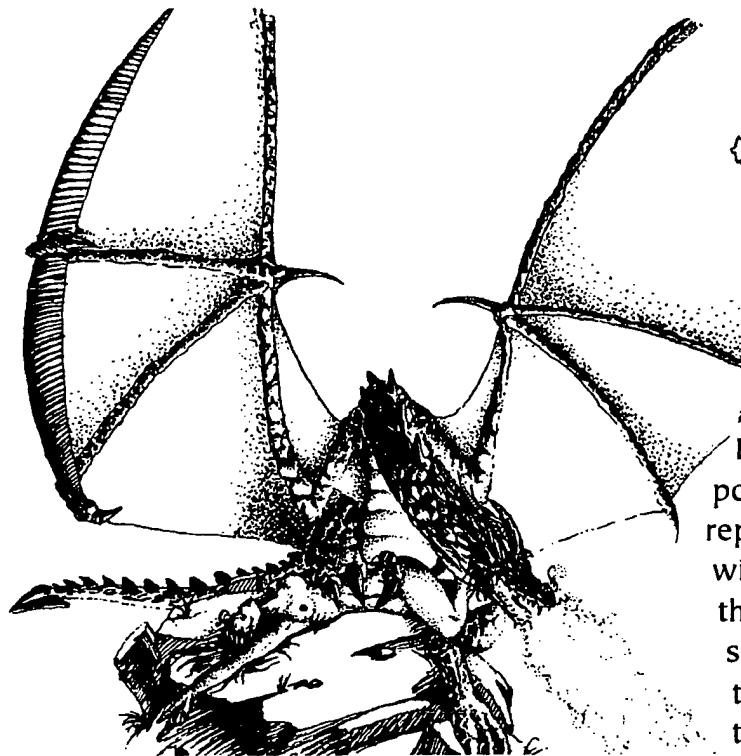
By combining their incredible destructive powers with a keen intellect, the Dragons represent the single most powerful force within the Horde. The devastating flame that issues forth from the mouths of older serpents can level any number of enemy troops, while their powerful wings allow them to tirelessly soar through the skies.

Oil Tanker

The Orc Oil Tanker is crudely constructed, as its purpose is for bearing cargo - not weapons or troops. The Tanker, being little more than a collection of wood, bone and storage space, is crewed by a mob of Orcs scarcely more capable than the lowly Peons. Other than being able to pilot the craft, the crew of the Tanker performs tasks equivalent to those of a Peon - building Oil Platforms and returning their cargo so that it may be processed and used as the overseer chooses.
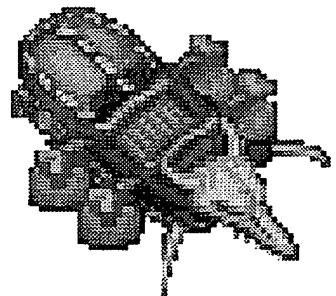
Troll Destroyer

The Troll Destroyers are swift, ill-visaged longboats designed to cut through enemy armadas and deal damage to enemy vessels and their flying support. The savage Troll crewmen are eager to enter into combat against Alliance ships of war and hungrily await any chance to stand mast to mast against the Elven Destroyers.
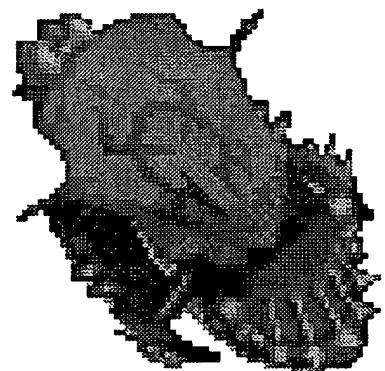
Transport

Transports are huge, skeletal ships charged with ferrying Horde troops across large bodies of water. Being slow and bulky, Transports rely upon magical armor to repel enemy fire. Although the Horde is known to defend their Transports with Destroyers and Juggernaughts, some reckless crews will sail straight into a naval engagement to deliver their troops to land.
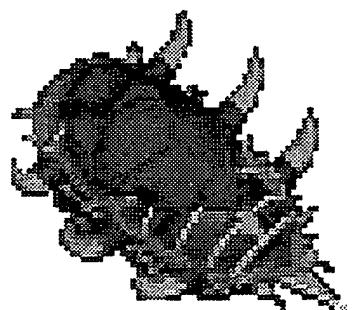
Ogre Juggernaught

These gargantuan ships of war are the main armament in the dark armada of the Horde. Heavily armed and armored, the Juggernaughts are veritable floating fortresses that constitute the greatest implement of destruction within the Horde's naval forces. While not as swift as the Troll warships, these ruinous craft have quickly come to be feared across the seas of Azeroth for the unrelenting onslaught they render against the Alliance.
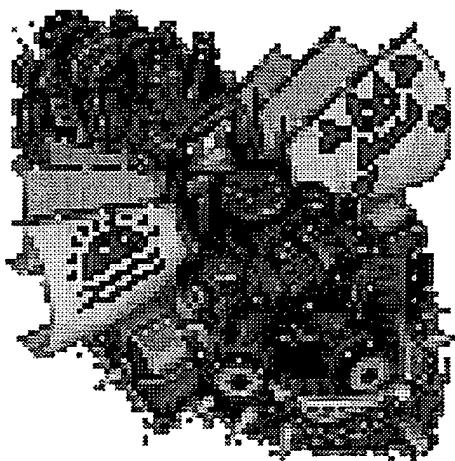
Giant Turtle

These Giant sea Turtles are native to the southern seas and were captured by the Stormreaver clan. Pacified by potent spells of control, these lumbering monstrosities are fitted with watertight canopies strapped onto the backs of their shells and are used as submersible Orcish craft. By submerging under the waves, the Giant Turtles can steal upon unsuspecting enemy craft and report their position to the Horde fleet as they are visible solely to Towers, creatures of the air, and other submersible vessels. The daring Goblins who control them are dedicated to destroying enemy ships by launching hazardous, steam-driven canisters containing highly volatile liquids that can shred even the strongest of armor.
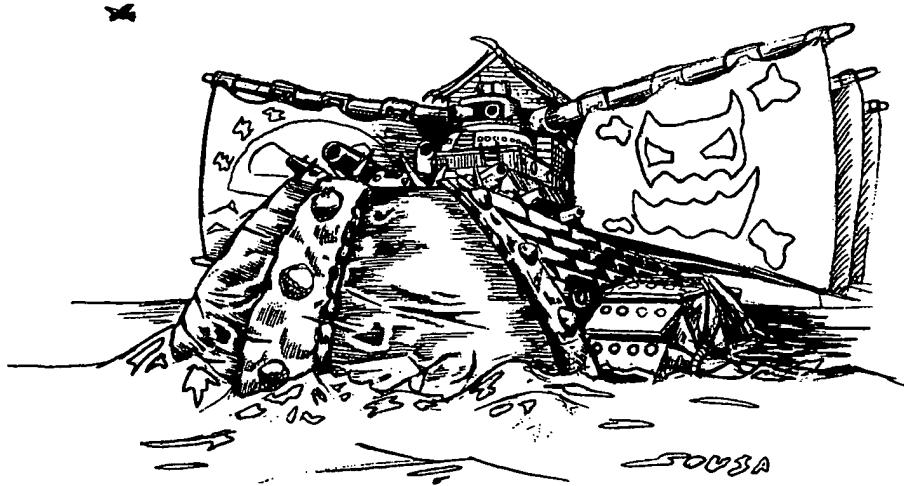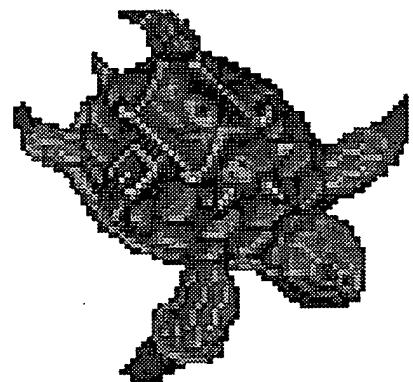
Eye of Kilrogg

The Ogre-Mage creates a free-floating apparition in the form of a disembodied Eye that he can then direct through the air to look down upon enemy forces and encampments. Named for the great leader of the Bleeding Hollow clan, this ever vigilant Eye transmits its view to the caster, giving him the knowledge of both the lands it wanders and those creatures who live there. The Eye will vanish after a time, leaving the Ogre-Mage with the knowledge of the terrain.

Bloodlust

This enchantment is used to instill an insatiable lust for blood into a fellow warrior, causing him to enter into a savage, berserk rage. A fighter who feels this Bloodlust deals more damage to his opponents than normally could be done. Although this spell bestows no permanent effects upon one so enchanted, it has been known to push an already bloodthirsty Orc over the edge...

Runes

The casting of ancient and powerful Runes enables the Ogre-Mage to lay an abstruse trap for those hapless enough to enter into it. When these Runes explode, they cause massive damage to anyone standing over them as well as all those in adjacent areas. Those who are diligent and watchful will catch a glimpse of the Rune as they approach it. The chaotic forces that make up this enchantment can not discern between ally or enemy and will kill a friend as surely as a foe. Heed these warnings well, as even staying near these Runes can be hazardous - for when the dwoemer dissolves, they explode as if their magiks had been triggered.

Touch of Darkness

By enveloping their truncheons with the dark essence of Hel, the Death Knights are able to deplete vital energies from those they lash out against. Their ability to discharge this energy over short distances makes this a menacing attack. Although the effects of this spell are abhorrent to the living, the Touch of Darkness is a but a lesser enchantment within the arsenal of these vile horsemen.

Death Coil

Death Coil is a particularly potent variation of the Touch of Darkness spell. By channeling the necromantic powers of the underworld through his ghoulish form, the Death Knight creates a field of dark energy that drains the life-force from any who come in contact with it. This life-force is then consumed - thereby replenishing the strength of one so enchanted, be he friend or foe. The icy embrace of death can be beneficial...for those who know how to control it.

Haste

By magically increasing the speed at which a body generates vital energy, the caster may bestow great speed to any being. All actions taken by one so enchanted are swifter than a common adversary - an advantage that is evident on the battlefield. The effects of Haste can persist for but a short time.

Unholy Armor

This ancient Necromantic spell transforms a portion of the recipient's life force into an unearthly, phantasmal suit of armor. This spectral armor then absorbs the damage from any attack directed at its wearer for a limited amount of time. As the magiks that link this armor to its host cease, so will the invulnerability that it grants.

Death and Decay

The aphotic, swirling clouds conjured by the Death Knights can cause anything within their path to rot and decompose. The vapor created by Decay can consume anything – flesh, bone, wood or even the strongest metal. Heavily laden with base substances, these clouds descend and quickly diffuse, leaving only suffering in their wake.
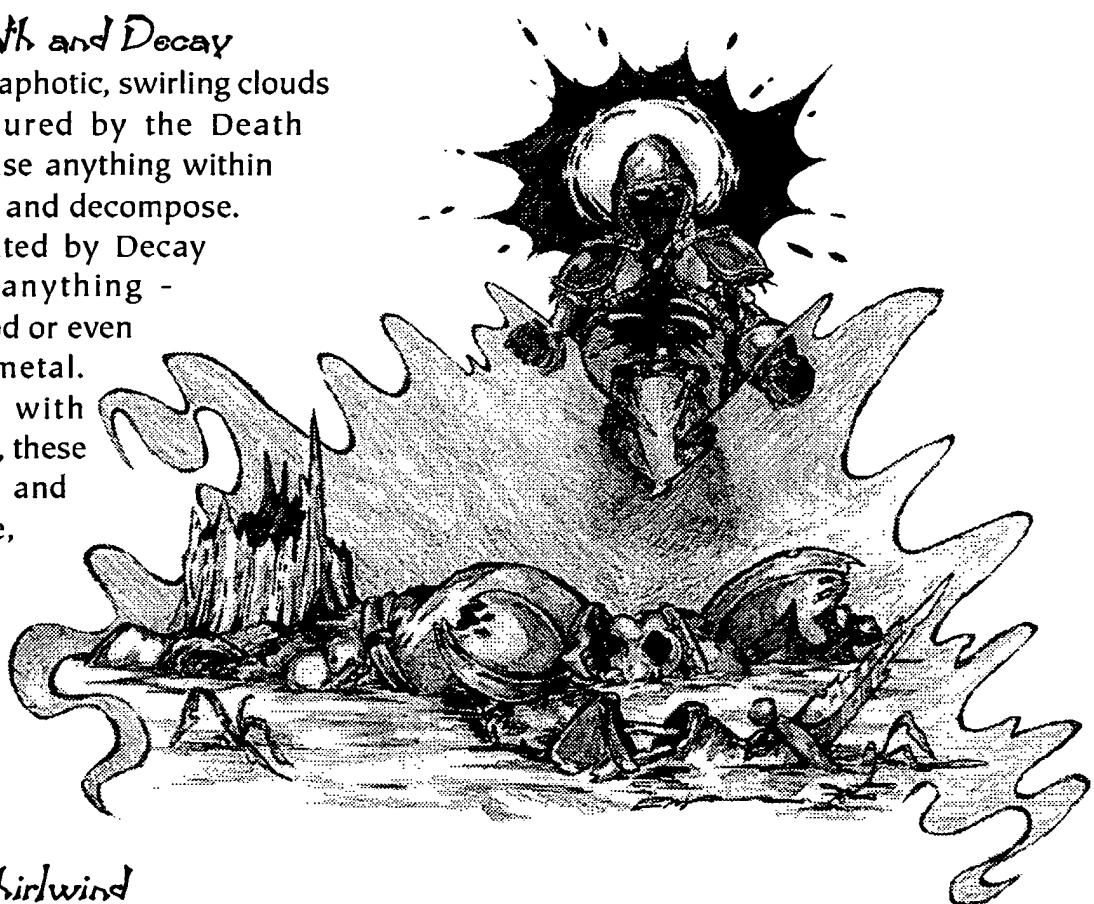
Whirlwind

This focusing of the winds of the underworld causes any caught within to be cast about with great force and violence. Bones are easily shattered and mainsails are quickly snapped within the torrents of these fierce winds. The howl of these winds allow no commands to be issued to those trapped within the Whirlwind, rendering those unfortunates helpless until the magiks fade.

Raise Dead

This dark magik is the final legacy of the Orc Necrolytes who were destroyed shortly after the First War. The Death Knight can animate corpses of the newly dead and then command these monstrosities to attack their enemies. This terrifying spell is the paramount power of the Death Knight as it serves to augment the Horde forces with vast armies of the Undead.

Orc Buildings

Pig Farm

Farms provide the necessary raw foodstuffs to sustain both the slave labor force and the war parties in the field. Without a sufficient food supply, new units cannot be acquired. The staple diet of the Orcs - along with their kindred Troll and Ogre brothers - is fresh meat. To satisfy this hunger for flesh, wild Boars are trapped and bred for food. Readily abundant in most regions, they have become a bonfire favorite (along with a tankard of Bloodmead) among the hardened troops engaged in a long war march.

Great Hall

This structure serves many purposes, such as being the gathering place and command center, for most Orcish settlements. Unfit for battle, the lowly Peons are trained here to perform the menial tasks of construction, repair and harvesting. This is also where vital raw materials are gathered to be processed and then distributed. The Great Hall is always a source of fevered activity as the laboring Peons work to please their overseers. When settlements achieve greater prosperity and require stronger defenses, the Great Hall can be reinforced to become a Stronghold.
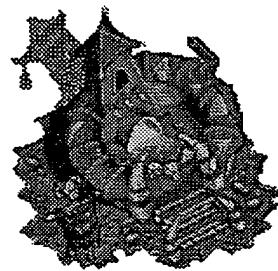
Barracks

The most highly honored structure in any Orcish community, the Barracks maintains the necessary facilities to train Orc, Troll and Ogre troops for battle. The clash of cold steel and the war cries of Troll Axethrowers can be heard from dawn until dusk - serving as a constant reminder of the warlike mentality of the Horde.

Troll Lumber Mill

Carved from the husk of an ancient Ironwood tree, the Troll Lumber Mill is a vital part of the Horde's lumber processing operation. The Trolls, having lived in the forests of the far north for centuries, have devised a unique method of harvesting. By treating a group of trees with a volatile alchemical solvent, the Trolls can deaden and weaken large sections of wood. Though it is extremely hazardous to Peon and earth alike, this site makes the process of cutting lumber more efficient. Trolls have become quite adept at fashioning a special sort of throwing axe. The crafting and use of this weapon is always being honed to perfection. Troll Berserkers frequent the Ironwood trees to digest potions given to them by the Goblin Alchemists stationed there. These potions enable them to throw their axes greater distances or sharpen their sight. It is also said that the speed at which healing occurs is increased if the correct potion is ingested. This process of regeneration is one of the most distinct and unbelievable powers of the Troll Berserkers.
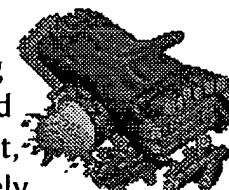
Blacksmith

The Orcs that live and work in the Blacksmith shops are veteran warriors themselves. Understanding the value of strong steel, they are always developing new techniques and methods to improve their weapons or upgrade the quality of their armor. The steel that they forge is essential in the manufacture of the devastating Catapult, and their skills also aid in the crafting of the strange mechanical workings that are used to improve the accuracy and strength of these great machines. Their expertise is often required for the construction of advanced structures.
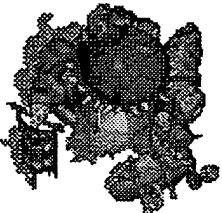
Watch Tower

Rising high above the treeline, Watch Towers resemble primitive huts laced with animal bones and giant tusks of every kind. These insubstantial - but highly useful - look-out posts are ideal for spotting the cowardly and deceitful

Watch   Guard   Cannon

Human forces from above, making them a desired part of any Orcish settlement's defenses. These emplacements may be upgraded to loose deadly projectiles upon any approaching enemies, or to rain explosive death down upon their foes on land and sea..
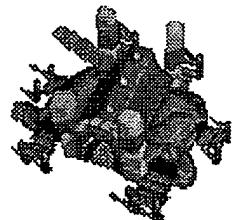
Shipyard

Although a haphazard collection of stone, mortar and cheap lumber, the shabby Orc Shipyard is perhaps the most important structure in the Hordes' war effort. As the construction site for Warships, Transports and Tankers, Shipyards serve as a vital link between the scattered clans across Lordaeron. These sites also have crude processing facilities, enabling Tankers to deliver shipments of oil to them. The Shipyards are manned by procrastinating, slovenly Orcs who somehow manage to keep production and maintenance on schedule.

Foundry

Known by the trio of towering smokestacks that surround this structure, the Foundry is instrumental in creating the massive armor plates and lethal cannons that are found on the greatest of the Orc warships - the Juggernaught. Abysmally dark and sweltering with unnatural heat, Foundries are filled with an acrid layer of smoke and soot - making most Orcs feel right at home when visiting one. Heat emanates from all openings as Foundry workers pour molten slag into casts for new cannons, while pounding resounds for miles along the coast as they shape ore into new armor.
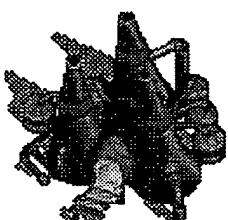
Oil Refinery

The Oil Refinery uses the large, arching pipelines on either side of the main structure to pump oil from the Tankers into its processing holds. Built on the rim of the sea, Refineries are constantly threatened by attacks from waterborne vessels. As a Refinery allows oil to be processed much more efficiently, the sight of warships deployed for the defense of these structures is a common one.
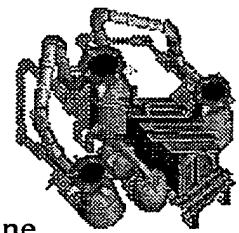
Stronghold

The massive, jagged spires of the Orc Stronghold are a constant reminder to the Horde of their power and dominance. As the center of larger Orcish settlements, the Stronghold can process resources in the same fashion as a Great Hall - and the overseer can induce the production of more gold from the pitiful worms under his command. These intimidating structures of steel and stone use techniques in their construction that serve as strong barriers, greatly reducing the damage inflicted by attacking forces. Convinced of their innate superiority as warriors, Troll Berserkers and Ogres will only act under the direction of an overseer who has proven himself capable enough to establish a Stronghold. As need and resources dictate, a Stronghold can be reinforced and refitted as a Fortress.
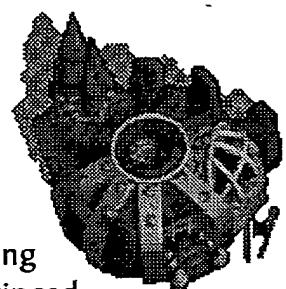
Ogre Mound

After being trained in the rudiments of combat at the Barracks, Ogres congregate at these crude, stone huts to enhance their endurance, strength and speed. These two-headed titans increase their great strength by engaging in contests which involve the hurling and crushing of giant rocks. This serves to increase their already formidable strength and resilience - and those that do escape the pounding delivered by their brethren find themselves the quicker for it. Even the half-witted Peons dare not come near this place, for stray boulders tend to find the heads of inattentive visitors.
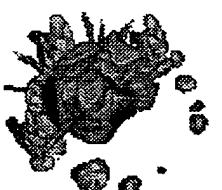
Altar of Storms

Carved from the Runestone at Caer Darrow, the Altar of Storms channels dark and arcane energies through the bronze figures that tower above it to pervert the innate Elven magiks of the Runestone. These energies, lost when the Orc Warlocks were destroyed by the Doomhammer, are now used to create the powers of the Ogre-Magi. It is here that the Ogre-Magi are imbued with new spells and skills to aid them in their fight against the Alliance. The Altars are avoided by the rest of the Horde as the intense energies that emanate from their cold surfaces can be... unhealthy.
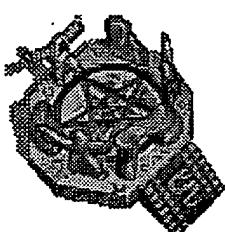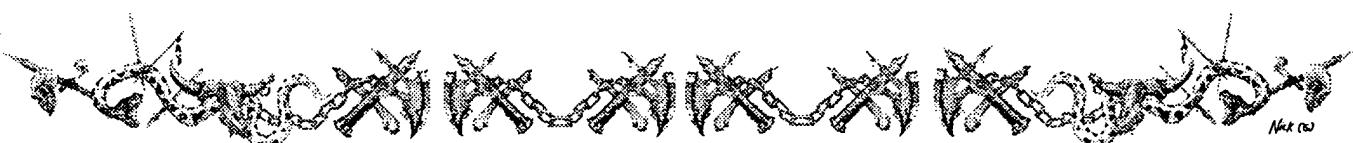
Goblin Alchemist

The maniacal and brilliant Goblin Alchemists are masters of volatile chemicals, explosives, and strange mechanical devices. Having constructed Zeppelins to soar above the battlefield, as well as inventing watertight pilot-shacks for use on the enslaved race of giant Sea Turtles, the Goblins have defied the very laws of nature. They also create the devastating explosives used by their cousins, the Goblin Sappers. The Alchemists take a peculiar delight in these intellectual endeavors that few understand, but all in the Horde respect the havoc that they produce.
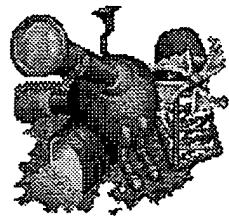
Temple of the Damned

Temples of the Damned - called *Grombolar*, or bowels of the giant in the Orcish tongue - are the cabalistic dwellings of the dead. Created by Gul'dan to house his blasphemous Death Knights, the Temples were formed from petrified carcasses of the race of giants that inhabited the Orcish homeworld. The subterranean labyrinth of the Temple contains the fetid halls where the Death Knights dwell and study their depraved necromancy on fallen warriors reaped from the battlefields above.
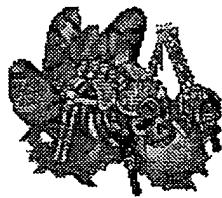
Dragon Roost

Mighty chains of adamantine steel bind the most powerful creature in all of Azeroth - Alexstrasza the Dragon Queen. Captured and ensorcelled by magiks contrived by the Dragonmaw clan, the great Dragon is kept in a constant state of weakness and pain. As the unwilling slave of the Horde, the Queen is closely watched as she lays her precious eggs. The Dragonmaw clan then raises her young to fight for the Horde - slaying the whelps when they become too powerful to be properly controlled. Constant efforts are made to break Alexstrasza's will in an attempt to master the control of more mature dragons.

Fortress

As the military and economic center of the largest Orc cities, the Fortress can hold and process all the gold and lumber that the Peons can be made to harvest. Protected by obsidian spires shaped from the earth itself, the Fortress is all but impervious to the attacks of the feeble Human forces. Constructed by Orcish leaders attaining arrant mastery both on and off the field of battle, the Fortress serves as a proclamation to the Alliance of the inevitable triumph of the Orcish Horde.

Orc Unit Dependencies

Ground Units

Peon — Great Hall

Grunt — Barracks

Troll Axethrower — Barracks — Lumber Mill

Troll Berserker — Barracks — Lumber Mill — *Upgrade at Stronghold*

Catapult — Barracks — Lumber Mill — Blacksmith

Ogre — Barracks — Blacksmith — Ogre Mound

Ogre-Mage — Barracks — Blacksmith — Ogre Mound — *Upgrade at Altar of Storms*

Goblin Sappers — Goblin Alchemist

Mage — Temple of the Damned

Air Units

Zeppelin — Goblin Alchemist — Lumber Mill

Dragon — Dragon Roost

Naval Units

Oil Tanker — Shipyard

Destroyer — Shipyard

Transport — Shipyard — Foundry

Juggernaught — Shipyard — Foundry

Giant Turtle — Shipyard — Goblin Alchemist

Orc Building Dependencies

Great Hall — *Required for* — **Barracks** | *Stronghold Upgrade* — **Stronghold** — *Required for* | Lumber Mill Blacksmith Ogre Mound | *Castle Upgrade* — **Fortress**

Barracks

Pig Farm

Ogre Mound

Alchemist

Altar of Storms

Dragon Roost

Temple of the Damned

Blacksmith

Scout Tower

Lumber Mill

Wall

Cannon Tower

Guard Tower

Shipyard

Oil Refinery

**Foundry**

The Aftermath of the Second War

For long months the forces of the Alliance worked to seek out the renegade Orcs that had gone into hiding after the fall of the Dark Portal. The Blackrock, Dragonmaw, and Black Tooth Grin clans were captured by the Alliance and herded into guarded reserves and prison camps. While the leaders of the Alliance argued over what was to be done with them, Orgrim Doomhammer, the Warchief of the Horde, was placed under arrest and kept as an honored prisoner under the care of King Terenas of Lordaeron. Some members of the Alliance pleaded that the Orcs should be exterminated like animals, while others opted for a sentence of life imprisonment.

Having discussed the obvious benefits of a treaty with Doomhammer, King Terenas fervently hoped that the Orcs could be kept pacified long enough to eventually lose their lust for conquest. Thoras Trollbane of Stromgarde and Genn Greymane of Gilneas both disagreed vehemently with Terenas, resolving that the Orcs were too great a threat to leave alive. After months of debate and frustration, both leaders withdrew the support of their nations from the Alliance. Azeroth alone stood fast in its commitment to the Alliance. Even with the dynamic young Varien Wrynn seated upon Azeroth's throne, the distance between the kingdoms of Azeroth and Lordaeron made their union a hollow one.

Amid the strife that was slowly dissolving the great Alliance, the fact remained that the once vast numbers of the Horde were no more. The Twilight's Hammer and Stormreaver clans were decimated by their own brethren in civil wars that erupted during the War. The Burning Blade clan was routed and ultimately destroyed by troops under the command of Uther Lightbringer during the Final Battle at the Portal. Only the Bleeding Hollow clan was left unaccounted for as the cunning Kilrogg Deadeye managed to evade the best efforts of the Alliance to capture his clan. Elven scouts were placed on continual patrol within the Black Morass searching for any sign of the renegade Bleeding Hollow.

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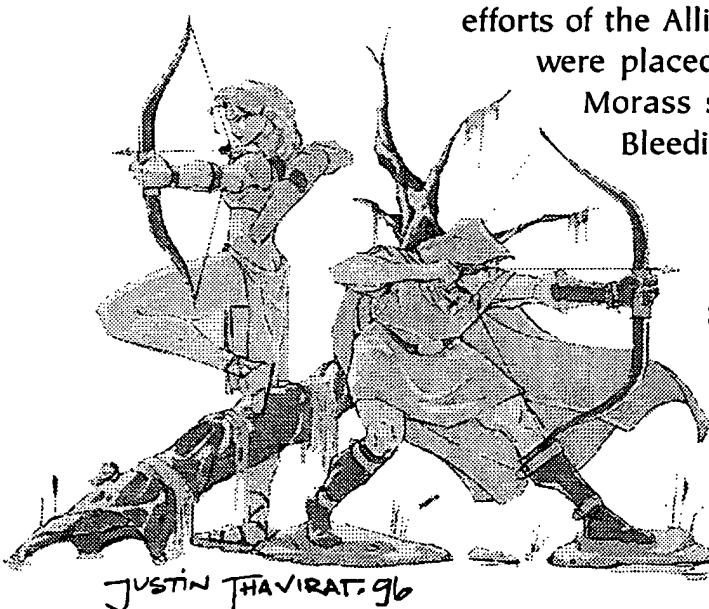
Suspended ominously above the Black Morass, a tear in the fabric of reality hung like a disembodied eye, keeping watch over the ruins of the Dark Portal. This rift was the remnants of the twisted wizard Medivh's original Portal into Draenor - the dark, red world

JUSTIN THAVIRAT: 96

from which the Orcs passed into Azeroth. The Kirin Tor of Dalaran traveled to the lands overlooking the ruins on this site and constructed the Citadel of Nethergarde to serve as guardian should the rift ever open again....

On the Eve of Summer in the year 606, a freak darkness swept across of the Black Morass. All attempts by the mages at Nethergarde to probe into the darkness were futile, but they could sense that the rift was growing once more. Then, as if from a dream, the mages heard the sounds of a marching army. Hundreds strong, the sounds of armor and sword charged through the ruined portal and then as quickly fell silent. The thunderous shrieks of Dragons crying to the skies passed overhead, and then as suddenly disappeared into the gloom. Venemous undead whispers, barely audible under the clash of metal plates seemed to echo and repeat one phrase – "We will return..."

When the darkness lifted, the portal was visible once again. It illuminated the ruins as it always had, but the eerie light seemed to play tricks with the shadows. It was only upon closer inspection that the trampled mud that marked the passing of the Bleeding Hollow clan from Azeroth was found to be more than mere illusion.

● ● ●

The Bleeding Hollow crossed over into Draenor and rejoined the 'old clans' that had never seen the fields of Azeroth. To many, the warriors of the Bleeding Hollow were considered mighty heroes as these Orcs had been living in the Human lands for over thirty years. Kilrogg met with the Elder Shaman Ner'zhul who now controlled the remaining clans in Draenor. The Shaman ordered that the newly arrived Death Knights, Trolls and Dragons were to be used by all of the clans in conjuncture. Ner'zhul also informed Kilrogg of his plan to retrieve certain artifacts from Azeroth as to open rifts into other worlds and take the Orcish Hordes to great victories beyond the Dark Portal...
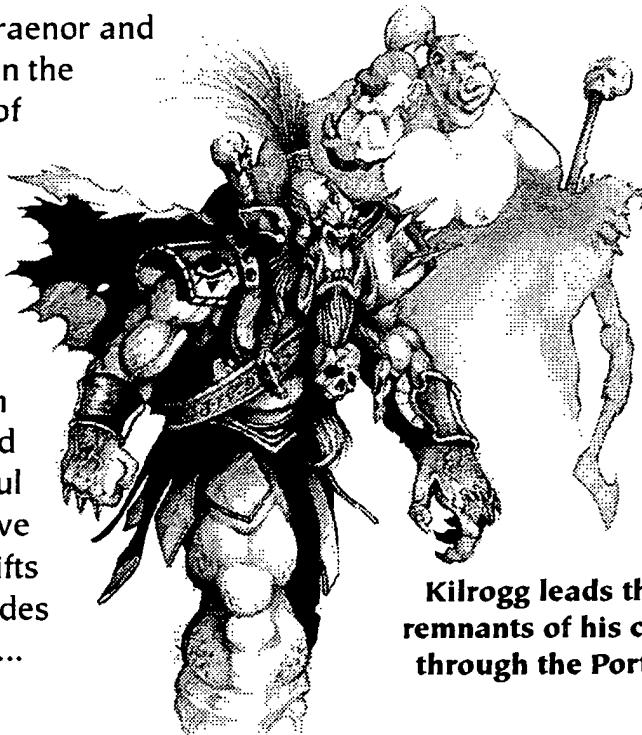
Kilrogg leads the remnants of his clan through the Portal

Legends of the Land (Draenor)
The Alliance

KHADGAR

Khadgar became a great hero in recognition for his valiant service and advice to the kingdom of Azeroth during the First War. On a quest to fathom the awesome magiks required to create the Dark Portal, Khadgar traveled to Dalaran to discuss the origins of the gateway with the mysterious Kirin Tor. Khadgar then returned to Azeroth following the Second War to oversee the ongoing study of the ruined Portal.

ALLERIA

The elusive Elven Ranger known as Alleria learned of the devastation the Horde could bring as she searched for the remains of her family amongst the ashes of the once glorious Quel'thalas. Her all-consuming hatred for the Orcs led her to Azeroth where she leads an elite cadre of Rangers to hunt down the remaining Orc renegades of the Bleeding Hollow clan.

DANATH

A veteran mercenary captain in the Stromgarde militia and hero of the Second War, Danath made a name for himself as a great leader during the final battle for the liberation of Khaz Modan. Danath now resides at New Stormwind in Azeroth and acts as a Overseer of the camps that hold the Orc captives.

TURALYON

Turalyon was one of the first Knights of Lordaeron to be trained as a Paladin by Uther Lightbringer. Although Turalyon is a firm believer that order can be maintained only through extreme martial discipline, he is honored by his friends and foes alike. Turalyon was among the forces that Lord Lothar led into ambush at Blackrock Spire, and secretly harbors a deep regret of his inability to save the great Knight.

KURDRAN

The proud and belligerent dwarf Kurdran is one of the more notorious heroes of the Second War. Having slain nine Dragons throughout the course of the war, Kurdran and his Gryphon Sky'rie retain the reputation as being undisputed masters of the skies. Kurdran works for the Alliance forces in Azeroth as a scout and warrior to this day.

The Horde

Grom Hellscream

The mighty Chieftain of the Warsong clan is as ferocious as his battle cry. Hellscream has long waited to venture into Azeroth and prove the dominance of the Warsong clan on the field of battle. Although Grom distrusts the shaman Ner'zhul, he will lead his clan screaming onto the fields of bloody death.

Kargath Bladefist

A razor-sharp scythe setting in place of his severed left hand, Kargath is always willing to engage in frenzied combat. His ruthless tactics and single-mindedness have earned him the Chieftainship of the feared Shattered Hand clan. Like Hellscream, Kargath waits only for the time his clan is unleashed upon the unsuspecting humans to engage in massive bloodshed.

Teron Gorefiend

The ancient Orc spirit of Gorefiend writhes within the decaying body of this fallen Knight of Azeroth. Malicious and extremely cunning, Gorefiend desires to open his own Portal from Draenor and claim a world for his own. Although the wretched Death Knight has discerned the true magikal nature of the Dark Portal, he would share that knowledge with Ner'zhul for a price.
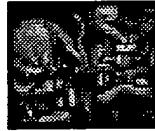
Dentarg

The Ogre Mage Dentarg is a valued servant of Ner'zhul and the Shadow Moon clan. Dentarg is often called upon to rally support from wayward clans and put them back in line should they oppose Ner'zhul's absolute rule.

Deathwing

Second in power to only Alexstrasza herself, Deathwing is one of the greatest terrors of the known world.

During the Second War, Goblin alchemists adhered plates of adamantine steel to the Black Dragon. This made the great beast virtually invulnerable to almost any physical attack. Deathwing has taken control of a group of renegade Dragons and roosts with them upon his mountain in the Northeast of Draenor.

Clans of Draenor

Shadow Moon Clan

Leader: Ner'zhul the Shaman

Color: Black

The nefarious Shadow Moon clan rules over the scattered clans of Draenor. Although the clans Draenor do not maintain the unity of the Horde in Azeroth, Ner'zhul keeps these houses subjugated through fear and brute force. The Shadow Moon is heavily influenced by ancient shamanistic principles and exemplifies the raw power of the dark Orcish magiks.
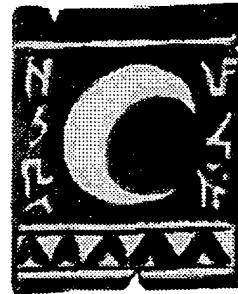
Warsong Clan

Leader: Grom Hellscream

Color: Red

Ripping into every combat crying epic battle-hymns of blood and death, the Warsong clan is the most distinguishable of the Draenor clans. Led by the ravenous Grom Hellscream, the Warsong clan awaits Ner'zhul's order to invade Azeroth and bathe in the blood of their enemies.

Shattered Hand Clan

Leader: Korgath Bladefist

Color: White

As those of the Black Tooth Grin clan, the members of the Shattered Hand practice the rituals of self mutilation to demonstrate their loyalty to the clan. Orcs who rise to the status of warrior within the clan offer their left hands to be broken or completely removed. Their ruined stumps are often replaced by some sort of crude weapon or tool.

Bleeding Hollow Clan

Leader: Kilroggg Deadeye

Color: Orange

This clan has achieved legendary status for battling the forces of Azeroth throughout both the First and Second Wars. Kilroggg was able to avoid capture by the Alliance after the defeat of the Horde in the Second War, and with the help of Ner'zhul was able to lead his clan back to the safety of Draenor. The Bleeding Hollow now serves Ner'zhul and will stop at nothing to bring his dark plans to fruition.

Thunderlord Clan

Leader: Fenris the Hunter

Color: Violet

The Thunderlord clan has strong ties to both the Blackrock and Lightning's Blade clans. Orgrim Doomhammer, former Warchief of the Horde in Azeroth, rose to power through the Thunderlord clan. Fenris, captain of the remaining Wolfriders and Chieftain of the Thunderlords is eager to lead his clan to glorious battle in the human lands.
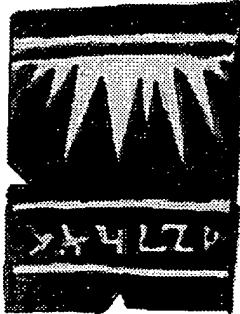
Laughing Skull Clan

Leader: Mogor the Ogre

Color: Yellow

The morose Laughing Skull is perhaps the most treacherous of all the clans. Feeling a kinship to thievery and assassination, the warriors of the Laughing Skull are distrusted by many of their fellow Orcs. Although the loyalty of those in the Laughing Skull are questionable, the skill and audacity of their minions are unequaled.
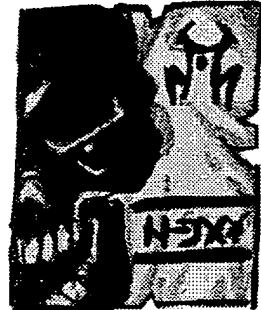
Bonechewer Clan

Leader: Tagar Spinebreaker

Color: Green

The ravaging, cannibalistic warriors of the Bonechewer clan are well respected by the rest of the Horde. Ornamenting themselves with the broken bones and ruined organs of their enemies, the Bonechewers inspire fear and terror in all who behold them in battle.

DRAENOR
THE RED WORLD

BLADE'S EDGE MOUNTAINS

THUNDERLORD CLAN

WARSONG CLAN

BONECHEWERS CLAN

FORTRESS AUCHINDOUN

BLEEDING HOLLOW CLAN

SHATTERED HAND CLAN

HELLFIRE CITADEL

HELLFIRE PENINSULA

LAUGHING SKULL CLAN

THE BONE WASTES

DARK PORTAL

ZETH'KUR

THE DEVOURING SEA

SHADOWMOON CLAN

SKELETAL COAST

DEATHWING'S LAIR

WARSONG CLAN

FORTRESS SHADOWMOON
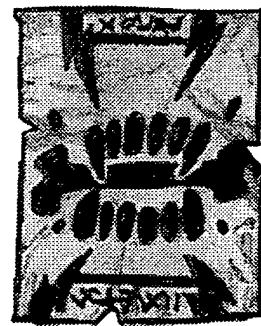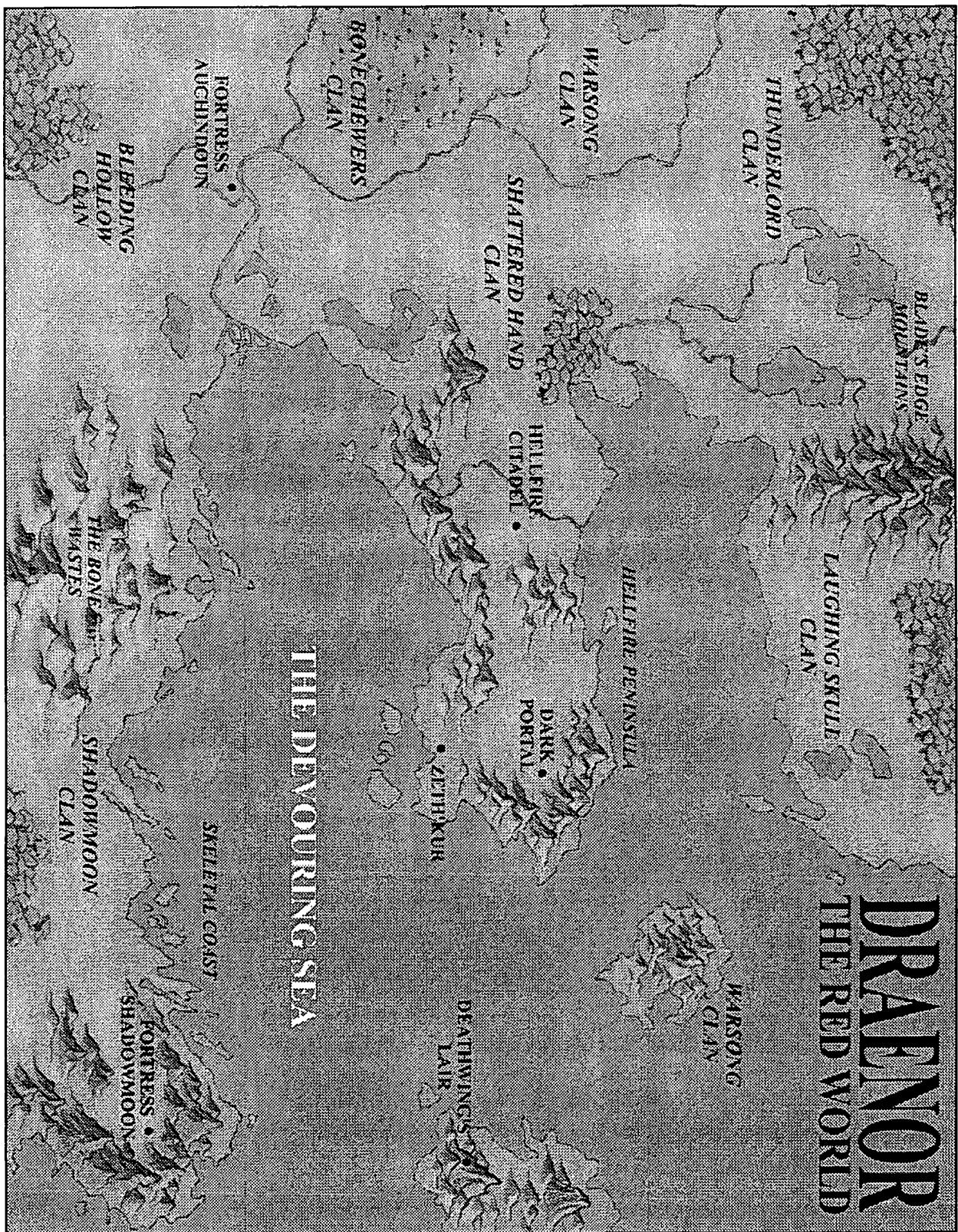
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Lead Programmer
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Battle.net Programming
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Warcraft II: Tides of Darkness Credits

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